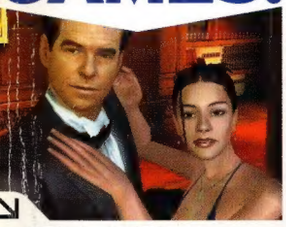
NEW GAMES!



007 NIGHTFIRE

MINT SPIES? Read our review. Know the truth.

GTA: VICE CITY

SNOW TROUBLE! Eight pages of hardcore tips.

BMX XXX

RUDE-OLF! The grimiest game on PS2 – taken apart.

TONY HAWK'S 4

JANGO BELLS! The verdict – plus secret stuff revealed!

No.1 FOR PLAYSTATION®2

PSM2

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CVG 10/10

"You'll want to play it every minute of your life"
PSW 10/10

"The best football game you can buy"
94% GamesMaster

"As close to footballing perfection as videogames have ever come"
95% PlayStation Max

"The best football game ever just got better"
98% Play

"This is the one that's playing the beautiful game"
9/10 Front

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KONAMI '02

PlayStation 2

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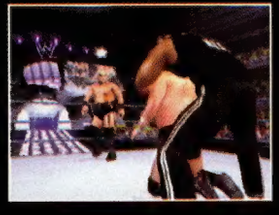

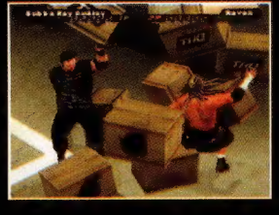

WE BRING THE WHUPPIN, YOU BRING THE ASS!™

W SMACKDOWN! SHUT YOUR MOUTH

PlayStation®2

JAKKS Pacific

THQ

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WELCOME TO PSM2

THE SOUND OF PINE. THE TASTE OF SNOW. THE STINK OF ROBIN. SAVOUR THE SPECIAL TIME OF YEAR.

Yes, pour your dear ol' grandmother another glass of that whisky-laced cream drink. Laugh merrily at your favourite 'uncle' dancing – cracker crown on head, cigarette between dry-roasted-peanut-stained fingers – to the sound of Gareth Gates on Christmas Top of the Pops. Put all thoughts of work and studying to the back of your mind as you sit slumped in front of the TV, waiting for everyone to leave you alone so you can crank up *Vice City*. It's Christmas – live the dream!

Oh, who're we trying to kid? Not you, you're a PSM2 reader, a switched-on, talented and utterly attractive person who knows *exactly* what the real score is. No, we're trying to kid ourselves. Due to the old-fashioned way magazines have to be *printed* and *trucked* to the shops, we're writing this in November. It currently feels about as festive as bacon. But that's not going to stop us cutting loose.

For a start we like – no, *love* – playing games, so to be the first magazine to reveal *Enter the Matrix*, the first to take *GTA: Vice City* apart, the first to review *James Bond 007 in... Nightfire* and the first to play *Mortal Kombat*, is an absolute bloody pleasure.

The fact that PSM2 gets such exclusive access to the biggest games, means that you, our loyal reader, gets to see the best stuff in all of them. We're unflinching in our determination to reward your commitment. We won't rest until you're happy. Now... has everyone got a drink? Great. Let's get goofed up...

THE PSM2 TEAM

PSM2 COVER GAME! PG26

ENTER THE MATRIX

There's only one magazine influential enough to bag the most anticipated and requested film licence ever. Us.

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

☑ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 30

Ring dinga dinga. Here it is: Another blinger. Comin' at ya like a steam train. Packing flava like a hurricane. All the ladies love PSM2 DVD cos we do what we do, playing sukkas like fools. Peace.

DVD/MAGAZINE SYSTEM
PSM2DVD
VOL. 30 The HOTTEST games // The BIGGEST
SILENT HILL 3
15
Bowel-shatteringly repellent new footage! Merry Christmas to you all!
WORLD FIRST!
NEW! JAMES BOND 007 IN... NIGHTFIRE
NEW! DEVIL MAY CRY 2
WARNING!
BMX XXX
Explicit girl-on-bike action right here! Your 'old man' will love it!
NEW! ZONE OF THE ENDERS 2: THE 2ND RUNNER
NEW! DREDD VS DEATH
Loaded with
grand theft auto
liberty city
FIRST AGAIN!
TOMMY SOURCE! The only disc with the GTA promos everyone's talking about!

SILENT HILL 3

We feel dirty. We've been visiting Silent Hill, and believe us, it ain't pleasant. Konami's horror gets even more sinister and disturbing with each incarnation and the latest takes the frikkin Garabaldi. It's just so, well... unpleasant... but we still can't wait to get our mitts on it. The brand new Tokyo Game Show trailer headlines this month and weighs in at a hefty five-and-a-half minutes. It's enough to turn your hair grey. And then all fall out.

Talking of filth, we've also got the first footage of Acclaim's controversial *BMX XXX*, the bike game with liberal sprinklings of foul language, naked ladies and animals humping. Feast your eyes on that lot, then sit back and enjoy explosive new footage of *DMC2*, *Nightfire*, *Dark Cloud 2*, *Judge Dredd* and more. Sh*t hot entertainment.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

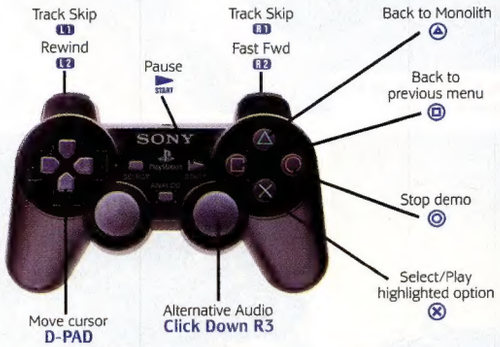
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...



While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

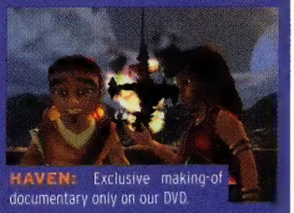
GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

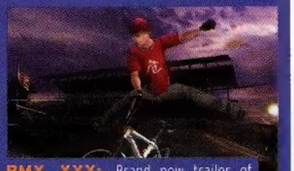
THIS MONTH'S HIGHLIGHTS...

DEVIL MAY CRY 2: PSM2 is first again, with the brand new TGS trailer of this devilish sequel.

DREDD VS DEATH: Finally! Dredd makes his PSM2 debut.



HAVEN: Exclusive making-of documentary only on our DVD.



BMX XXX: Brand new trailer of Acclaim's mucky extreme sports game.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into three zones.

Hands-On Previews
All the latest game footage and trailers. We select the biggest and best games from all the new titles in development and take them apart for your safety and piece of mind.

Developer Insight
We corner friends from the videogame world and make them speak for you. Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

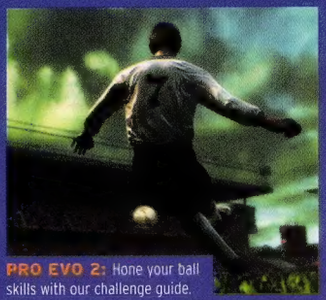
REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears – simply click R3 for commentary.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month. And there's a link to each game's page of tips, where available. Simply head to the Sub Navigator...

Press ← to use the Sub Navigator and make a selection.



PRO EVO 2: Hone your ball skills with our challenge guide.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

NIGHTFIRE: See Her Majesty's finest storm a snow-bound castle in our exclusive edit.

DARK CLOUD 2: All-new town building RPG antics in the sequel to one of PS2's most innovative games.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Plus, this month, there's an essential guide to getting your PS2 online.

LAST MONTH...

DVD 29's secret extra is an interview with WWE lovely Torrie Wilson. To find it, simply go to Reviews, then Must Buy. Now go to Shooters and press ↑ off the *TimeSplitters 2* box.

PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

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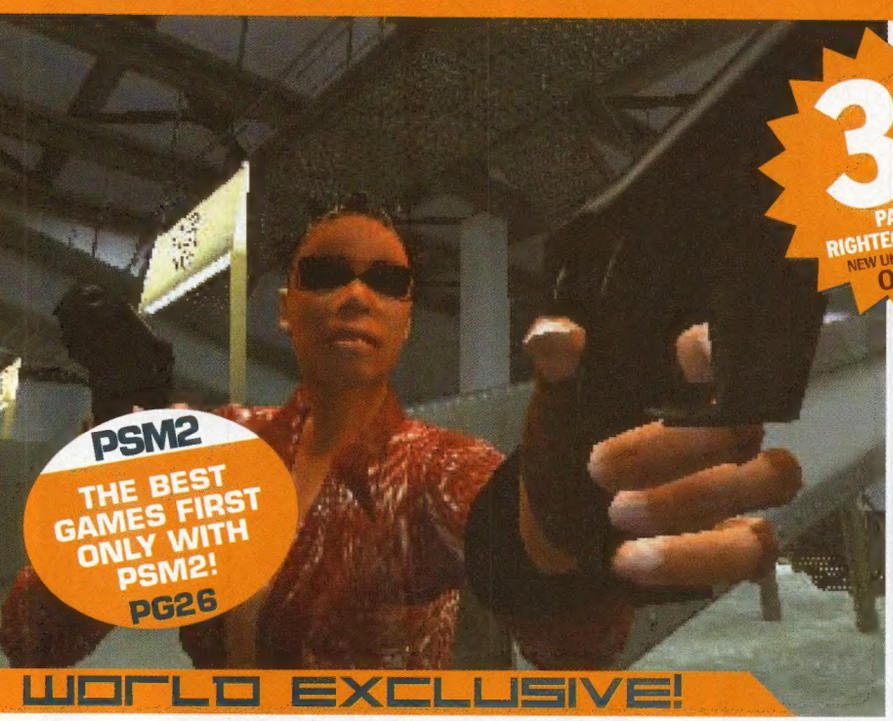
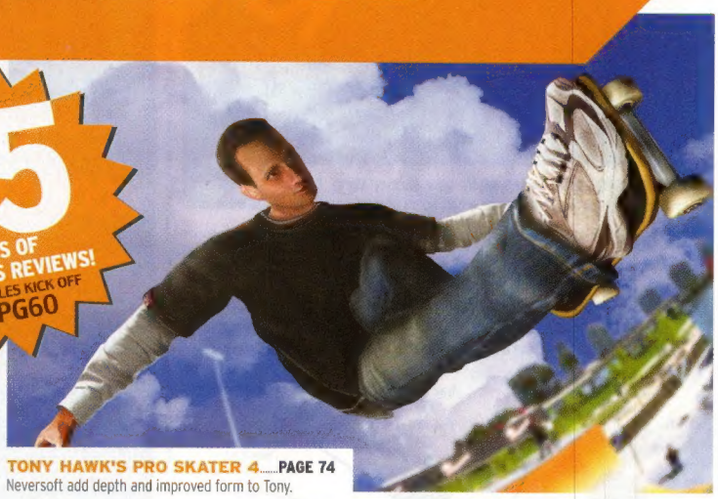
コンテンツ

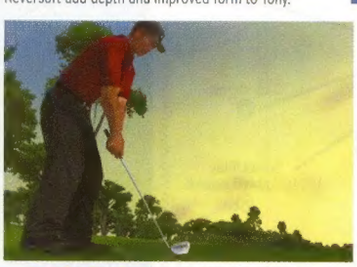


WORLD EXCLUSIVE!

35 PAGES OF RIGHTEOUS REVIEWS! NEW UK TITLES KICK OFF ON PG60



TONY HAWK'S PRO SKATER 4.....PAGE 74
Neversoft add depth and improved form to Tony.



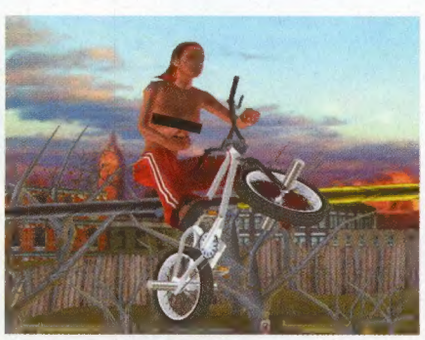
TIGER WOODS PGA TOUR 2003.....PAGE 82
Chalk up another hole-in-one for EA.

SOCOM: NAVY SEALS.....PAGE 96
We test-pilot Sony's networked shooter.

ENTER THE MATRIX

Imitated to the point of cliché, mimicked across all genres and now here to show us all exactly how it should have been done in the first place. Wire fu without the wires, slick slow-mo and enough ultra violence to make this the bullet time of our lives. Open your eyes, open them now, and see what's really going on behind the scenes on page 26.

MORTAL KOMBAT: DEADLY ALLIANCE.....PAGE 38
Set the emission of bodily fluids to max aaaaand... FIGHT!



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Is it really worth the outlay of another £40?

007 IN... NIGHTFIRE ..... **PAGE 62**
Read the review, then go see the film. Get in!

GTA: VICE CITY ..... **PAGE 120**
Someone's got to tip these mean streets for you.

"WE'RE RUNNING A COMPETITION TO ENSURE A NUMBER OF YOU GET A PILE OF LOOT" CHRISTMAS HAMPERS – PG104

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WE RECOMMEND YOU GO HERE FIRST...

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16 ACCELERATOR
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28 ENTER THE MATRIX
So, how do Shiny plan to bring Neo's virtual world of cars, guns, girls and a fully fitted wardrobes from Leathers R Us to life?

We've followed the white rabbit further than even Alice dared and glimpsed a wonderland unlike anything you've ever experienced on PS2 before. Go on, take the red pill with us on pg26

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YOUR QUICK FLICK GUIDE!

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DVD
The pick of this month's DVD releases reviewed ... 98

WWE SMACKDOWN! SYM ..... **PAGE 128**
Every match aced, every unlockable revealed and every back stage area mapped in full.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME www.game.uk.com

WINNER!

The writer of the Star Letter gets the PS2 game of their choice courtesy of the bright sparks at GAME. This issue the author of the Star Letter gets TWO, – and everyone else indicated gets one as well!

With the price of the PS2 now only £169.99, there has never been a better time to stock up on some top titles coming out in the run up to Christmas.

Here's GAME's guide to the best games out in the festive period:

GTA: Vice City
James Bond 007: Nightfire
Harry Potter
LOTR: The Twin Towers
The Getaway
WWE Smackdown!
Pro Evo 2

To find your nearest store, see: game.uk.com.

THE VOICE OF CHOICE

"HOW TREVOR BROOKING CAN ALLOW HIS GOOD NAME TO BE DRAGGED THROUGH THE MUD IS BEYOND ME"

Dear PSM2

Gutted. Absolutely gutted. Having spent the whole summer in eager anticipation, reading previews, finding out snippets of information online or via friends, I was devastated when, on its release, I slipped a glistening copy of *Pro Evolution Soccer 2* into my PS2 and began to play. Yes it's better, yes the controls are fluid, yes the graphics are improved, yes it's slicker, faster and more realistic, BUT what's happened with the licence? The Dutch are called ORANGES, and as for the club sides...

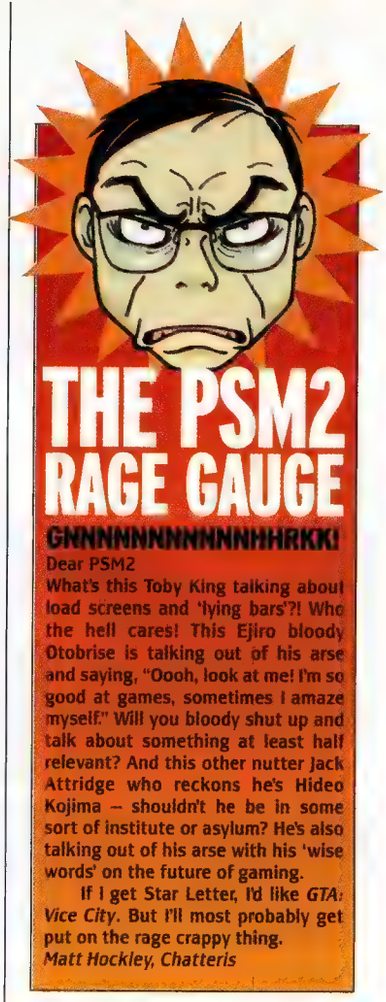
While the gameplay is second to none, there's absolutely NO lastability when your tense league battles are between Yorkshire and London. At least *TIF* has got a host of teams available, including all four domestic English leagues with, I hasten to add, accurate player models AND names.

Pro Evo 2 has only got six English sides and I must ask where the Konami researchers got their atlas from. As an Eastender, I'll be honest – I have no idea about the make up of Japan, but if I was to do the equivalent of calling West Ham the LAKE BLOODY DISTRICT, I'd be hacked to pieces and served up as sushi before you could say "*Tekken 4*".

How Trevor Brooking can allow his good "eeerrr, West Ham, Joe Cole, 1980, diving header" name to be dragged through the mud is beyond me! Please promise that you will not try and hide the ineptitude of the developers, by encouraging people to buy this game despite its 'flaws'.

Tiger de Souza
Southampton

Greeeeat name. Its probably not ineptitude on the developers' part. It all comes down to which company's got enough cash to stump up for every real team and player name.



THE PSM2 RAGE GAUGE

GNNNNNNNNNNNHHRKK!

Dear PSM2

What's this Toby King talking about load screens and 'lying bars'?! Who the hell cares! This Ejiro bloody Otobrise is talking out of his arse and saying, "Oooh, look at me! I'm so good at games, sometimes I amaze myself." Will you bloody shut up and talk about something at least half relevant? And this other nutter Jack Attridge who reckons he's Hideo Kojima – shouldn't he be in some sort of institute or asylum? He's also talking out of his arse with his 'wise words' on the future of gaming.

If I get Star Letter, I'd like *GTA: Vice City*. But I'll most probably get put on the rage crappy thing.

Matt Hockley, Chatteris

This is your chance to air your views on the hot potato of the moment: PS2 online gaming – do you give a sh*t?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

CHUMPS

GAME WINNER!

Dear PSM2

I'm a 33-year-old gamer who's probably been playing games longer than most of PSM2's readers. I've had the pleasure of playing on most consoles, from the original Spectrum through to my prized PS2. I think that gives me enough credentials to call myself a bona fide gamer. *(Letter Ed: Oh you do, do you..?)*

So on with the point of the letter. I have to say I'm sick of all the whingers harping on about why Sony are so interested in turning PS2 into a PC, and why do we need Internet gaming blah blah blah...

Well, for someone like myself whose friends are yet to wake up to the PS2 experience (chumps), it opens up a world of possibilities. Imagine playing an FPS where you're part of a patrol (eg, *Medal of Honor*) and every soldier around you is controlled by another human being. No, not a 'bot who always dies time after time in the same place, but someone who will actually fight alongside you, cover your back and have the same reactions and abilities.

Or imagine recreating the scenes from Star Wars or Return of the Jedi whereby every TIE Fighter or X-Wing pilot is a human who genuinely wants nothing more in life than to blow you out of the sky because they can, rather than because a programme tells them to.

Or how about this suggestion for the next *GTA* instalment: every policeman, gang member and – yes – even hooker, if that's what takes your fancy, is human controlled. The possibilities are endless.

I say come on Sony, bring it on.

Craig Killie
Poole

Well, at least Sony have come clean about the whole online future this month. Er, didn't they? Yes. Yeees. Kind of. Or maybe not. We get to the bottom of the whole PS2 network mindache on pg16.

CHICKENS

GAME WINNER!

Dear PSM2

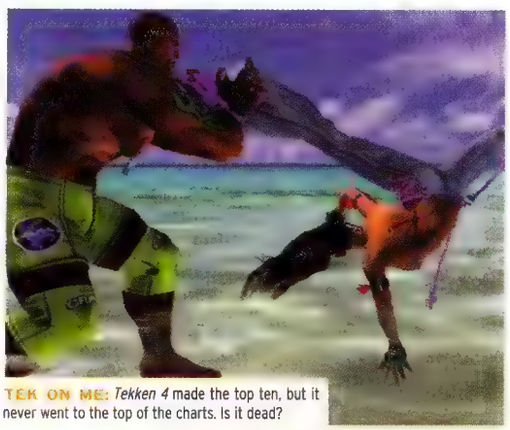
Do you know that the last games I bought for my PS2 were *MGS2* and *Pro Evo Soccer*? There has been nothing worth my money until now – with games like *TimeSplitters 2*, the new *GTA* and *Pro Evolution Soccer*.

I don't know what happened in the intervening months. The only options have been sequels – things like *Tekken 4*, which is pretty much the same as the others.

If I look on the shelves now, even older, supposedly decent games hold little interest, generally speaking. Take *Half-Life*. Where's the appeal in shooting a bunch of mouldy chickens and funny little blobby midgets?

Looking back, there have been very few games that I haven't regretted buying – I realise that there are some great games but they don't come around often enough.

WRITE TO PSM2 WITH YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...



TEK ON ME: *Tekken 4* made the top ten, but it never went to the top of the charts. Is it dead?

Jonathan Humphrey
Via email

In answer to your original question, no, we didn't. But aren't *'Splitters 2*, *GTA: Vice City* and *Pro Evo 2* sequels themselves? Great games always arrive at Christmas, so get out there now and grab some...

FINGER

GAME WINNER!

Dear PSM2

After reading your review, I decided to get *TimeSplitters 2* – after all, *Red Faction* was a bit of a disappointment for me (but not a total loss) and the aging brilliance of *Half-Life* had now passed. My trigger finger was starting to itch.

Any game getting over 90% in your mag must be great. So off I went with a wad of cash in my hand and came back with *TS2*.

It took me a week to finish *GoldenEye* on my N64 – without getting all the cheats and stuff – and I was hoping for more of the same from *TS2*. This was not to be though. I finished the main game in four days.

What's the point in telling you all this? Well, it's not to have a go at the game for being too short; it's to have a go at your magazine (sorry).

I do not agree that replayability should be classed as giving the game a longer life, nor do I agree that multiplayer should extend the game's life – there are people like me who are not interested in a deathmatch.

It's fine for you in an office with people that play/review games for a living (what a great job that must be). So please do not use replayability and multiplayer as lifespan – make an

SPLIT AND POLISHED
TimeSplitters 2 - one of the greatest PS2 games of all time, despite one complaint (below). But would *you* trade it in once you finish the single-player business?

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

PRICES
Could you dedicate a few pages to the prices of games?
Jack Egan
Bury St Edmunds
Hmmm. No. Unless we get two more letters.

REF
How come there's loads of sports games, like footy, American football, boxing, rugby, baseball, basketball – but not one that lets you be the ref?
Jordan Richards
Preston
Yeah, how come? Suggestions please...

SHORT
Have you ever noticed that in a game the graphics are the best ever seen, but the gameplay is too short?
Justin Adams
Dudley
Would you rather play an atrocious looking game that lasted six-and-a-half years?

DOOR
Will we be able to lock the car door in *GTA: Vice City*?
Matt Dodgy
Via email
What do you reckon?

extra column for multiplayer in the reviews. Just a suggestion.
Gareth Collier
South Wales

South Wales' delegate on the PSM2 team, and author of the *'Splitters 2* review, Dan responds: "Four days? Tch. Surely the *quality* of the experience is more important. Not everyone wants to spend 70 hours plodding through *FF10*.

"In any case, the replayability *does* boost the duration – have you tried the extra objectives on Hard mode? – while there's still the small matter of the Arcade and, quite brilliant, Challenge modes.

"Your complaints *were* mentioned in the review, just not highlighted. Hey, if you're that angry, go out and play with your friends."

BALLS

GAME WINNER! Dear PSM2
I don't like the way you always seem to refer to other games when you are reviewing another one.

For instance, when you reviewed *This is Football 2003*, you kept on comparing it to *Pro Evolution Soccer*, saying *TIF* just copied ideas originally found in *Pro Evo*, but executed them worse.

I'm not a big fan of *TIF* (mainly because I'm complete balls at it) and I prefer *FIFA*, but I think you should review a game for what it is, standing on its own, not being biased because you prefer another game more.

If you reviewed all FPS games and marked their playability against *TimeSplitters 2*, or a racing game's graphics against *Gran Turismo 3*, all other games besides your personal favourites (which on the whole are pretty good), would appear crap.

So please stop being biased and mark a game fairly for what it is, not what it isn't.

Roger Clarke
Binfield

Yes, yes we can see that now... you'd rather we didn't tell you which games to spend £40 on instead? <*sigh*> Look, you need a benchmark. If you don't know what a benchmark is, ask a relative...

TEETH

GAME WINNER! Dear PSM2
I was recently flipping through issue # 19 and stumbled upon Daniel Benson's letter about PS2 games being too expensive.

I think people who use that as an excuse for pirating software are morons. I got my PS2 a year and a half a go (my parents' way of bribing me into getting my wisdom teeth removed). Anyway, I manage to cope with game prices by either buying them second-hand from my local video shop (cos if they're faulty, they'll let me return them) or waiting for them to go Platinum.

I only got *THPS3* a couple of weeks ago after waiting nearly a year-and-a-half for a price drop, and I plan on buying several other games half price at Christmas too. If pirates can't afford $60 (£19) for a Platinum game they shouldn't have bought a PS2 in the first place. If they'd stop copying games then maybe they'd all go half price since games companies wouldn't have to make up for their losses!
David Waugh
Palmerston North, New Zealand

Admirable honesty, David. The only thing we'd say is that if all piracy was eradicated, can you really see game publishers dropping the price of games? Stick with the Platinums for now. And your parents sound a little twisted too...

GOAL TRUTH: *Pro Evolution Soccer 2*'s been the cause of a few letters this month. Not all good...

PAT SHARP

GAME WINNER! Dear PSM2
I'd like to declare my frustration with the 'new age' footy games that are emerging on PS2. This is something that's been on my mind for ages, but after reading PSM2 for the past few months, it seems like you're the guys to listen to my humbled mumbles.

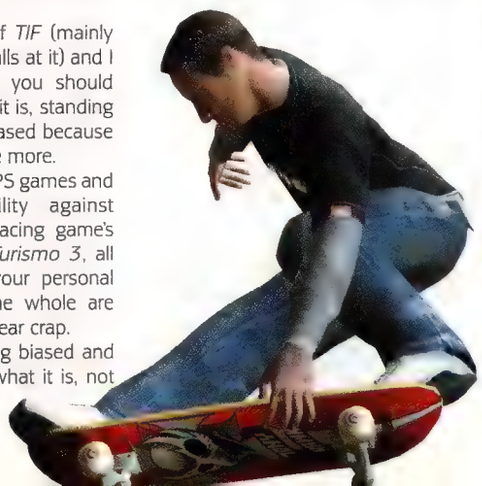
Take a step back in time. To the days of Pat Sharp's Fun House in 1996. Now look to the Amiga home computer. The almighty game at the time? *Sensible World of Soccer*. The reason? Its incredible fusion of fantastically simple gameplay along with the most in-depth player database in a predominantly action-based football game.

The basis of its success was the fact that you take over almost any team in the world, from the Hearts of Oak in Ghana to several unpronounceable teams based in El Salvador. There was no better challenge than to take over a third division English team and take them all the way to the Premier League in successive seasons, trading unknown players in the hope of finding a gem and knocking out Premier league teams on the way to the domestic treble in Division 3. After that it's on to European domination, and then maybe a job offer from a national team. Longevity? Unsurpassed.

In this day and age of photo-realistic graphics, I wish developers would spare a thought for the players who want to keep coming back to the game for seasons to come. I'm not suggesting the extent of *Sensible*'s 35,000 players, but surely more than three 'Master' leagues isn't excessive?
Steve Oliver
Cheltenham

What can we say? A man who's passionate about football games, clearly. If we were cynical, we'd say something along the lines of "Jeeeesus. *Sensible Soccer*? Change the record..." but we're not.

"IN THIS DAY AND AGE OF PHOTO-REALISTIC GRAPHICS, I WISH DEVELOPERS WOULD SPARE A THOUGHT FOR THE PLAYERS"



LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

You're clearly all mental. We couldn't bring ourselves to show Rockstar several of the suggestions we received for *GTA Vice City*. Now the game's out, we feel it's finally safe to reveal them...

You should be able to sit down on a bench in the street or the local park, and if you're in a bad mood have the option to trip people over as they walk by.
David Byrne, Raunds

Tommy must save a dying hamster in the intro and carry it with him. He protects the hamster and when Tommy dies, the hamster must weep hamster tears.
Adam Morgan, Wirral

Be able to open/close sun roofs.
Jake, London

If someone nicked your car, you should be able to chase them in a different car and when you catch him you could press a button and you'll pull him out and say "You f****** b****, who's car you nickin'? I'm gonna shoot your b**** off!"
Dominic Simms, Clarksfield

A simple programming of scars would add to the game immensely. If you get slashed around the head with a pocket-knife, let the character have a nice bloody slash across his face. If he gets into a fight, let him have bruises or open wounds around his eyes. When he is finally wasted, return from hospital with stitches or patches... Maybe I'm just a sadist.
Daniel, Middlesex

There should be a football stadium and during footy games you can run onto the pitch and beat the crap out of the players.
Ashley Ness, Sheffield

Have a shit.
Luke Paterson, Cleveland

You should be able to go into the original Miami bars and... get drunk. So, when you wander home and clamber onto your stolen Freeway or into your Banshee, you find it terribly hard to control. Also, the police should notice this and try to stop you. But when the time comes to bust a cap in the pig's ass, you find aiming and accuracy is not as good as it was. Another side effect would be that all women APPEAR to be super fit.
Perry Rogers, Via email

In your house, in the game, there should be a PS2 and TV on which you could replay missions that you've already done.
James Martin, Via email

You should be able to start a family.
David Byrne, Raunds

By now, you should all be playing *Vice City*, so you'll know if the features you wanted are in place. We guarantee none of these will be in there though...

COMPLAINING

GAME WINNER!

Dear PSM2
Responding to the letters you've had in your magazine about broadband, or whatever it is exactly that seems to make your readers worry so much about the capabilities of PS2, I'd just like to say: who cares, as long as the game's really good?

Although having an online feature is likely to make the game a whole lot better, some titles can still be enjoyable – and even benefit – without a network capability.

But, hey, keep sending in those letters – don't let mine put you off your complaining.
Joe Kolodzieski
Via email

CHEESE ROLL. *FF10* is a solid example of great plotting. The ending upset some people, though...

It's inevitable that many of the major new games that are about to hit the shops will feature online elements – particularly those that have been produced at Sony. But as you say, it won't always be an essential feature

DON'T WRITE TO PSM2 WITH... WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

KILL

GAME WINNER!

Dear PSM2
With scores like *Grandia 2's* 45% and *Legaia 2's* 59%, I can't help but raise my voice for Japanese RPGs. As the genre only seems to have small support in Europe, most RPG reviews these days end up with 'but it's not *FF10*'. This is like awarding any racing game a sub-70% score just because it's not *GT3*.

Up until now, I've simply ignored your RPG reviews and bought (and enjoyed) most titles. All is good, except... you're practically helping to kill an entire genre.

As you have some power in the games industry, how about reviving the RPG? As it is, we only get scraps of what the US thinks is good. With uninspiring scoring, you're making a statement that's not welcome.
Eldon
Via email

***GT3* gets the highest score because it's the best driving game, not because it's *GT3*. Same goes for your RPG argument. We loved *Ephemeral Fantasia*, f'rinstance. We'd just like RPG plots to freshen up...**

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

Online gaming
GTA Vice City
Football games
Sequels
Review scores

PLAYSTATION 2 MAGAZINE
PSM2

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Joel 'Gourd' Snape
Daniel 'Dragon' Dawkins
Daniel 'Santana' Vincent

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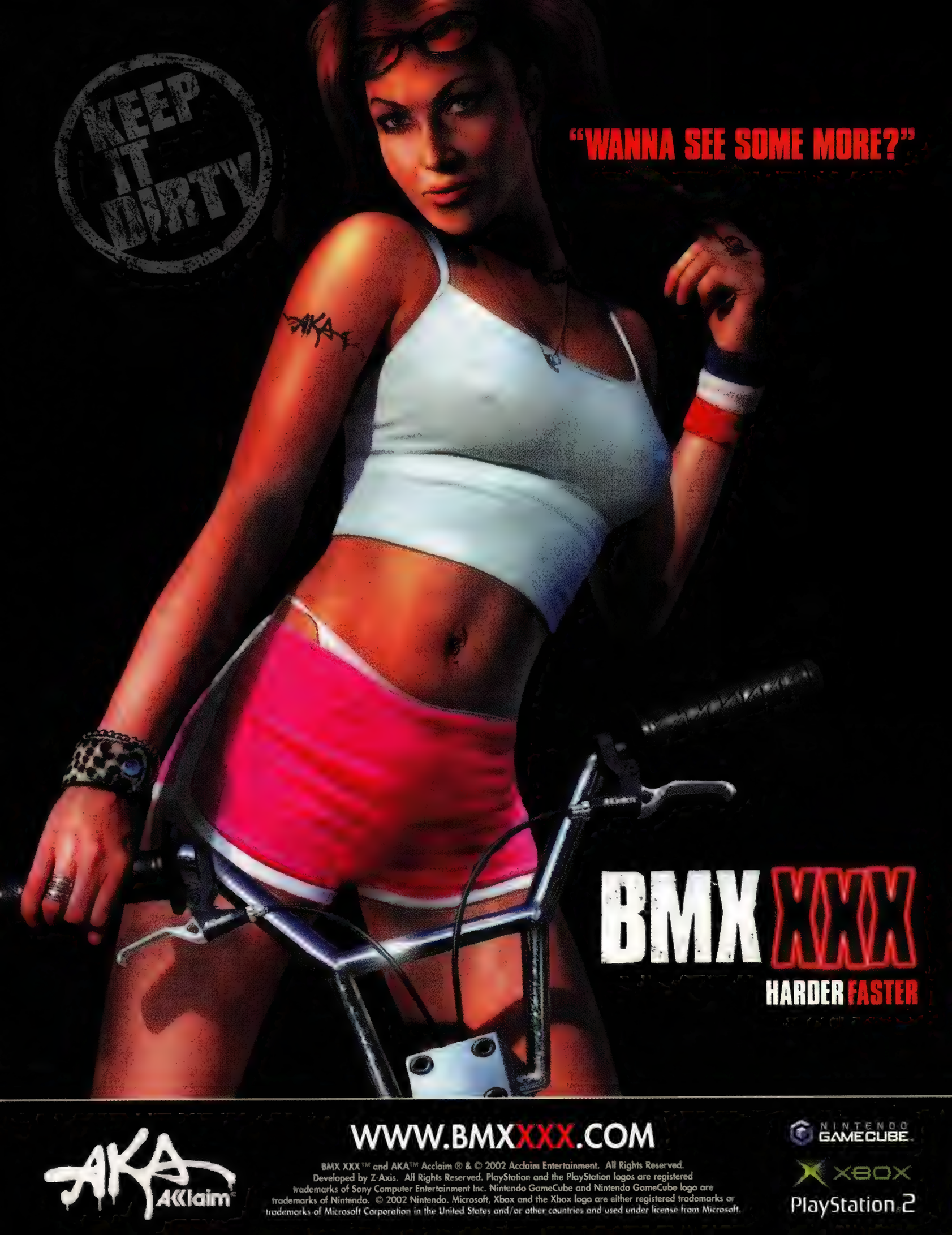

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NINTENDO GAMECUBE
XBOX
PlayStation 2

>WORLD EXCLUSIVE! フルヨミ

PS2 ONLINE: REVEALED

You could be playing *World Rally Championship Online* by Spring 2003...

After 24 months of speculation, bold assurances and technical uncertainty, Sony Europe (SCEE) have – partially – unveiled their online plans, spurring both excitement and uncertainty. From Spring 2003, you'll be able to buy a £45 Broadband Gaming Pack, containing the Ethernet Network Adapter, an unnamed online game and a start-up disc with demos of forthcoming titles. While Sony are providing the necessary hardware to get online, the connection process is being left entirely up to you, begging the question – what's the real cost of online gaming?

Basically, if you haven't got an Internet connection, your £45 Broadband Pack is completely useless. To play PS2 games online, you need to sign up to an Internet Service Provider (ISP), such as Telewest, NTL or British Telecom. Effectively, Sony's plans are like buying an IKEA wardrobe – they provide the raw materials and instructions, but it's your responsibility to put things together.

Currently, the cheapest Broadband package (Telewest, region allowing) involves a one-off installation fee of £50, with monthly charges of £29.99. Thanks to Sony's 'hands off' approach, third party publishers will have to fund their own online servers, creating another hidden cost for gamers. For example, a month's subscription to *Everquest Adventures* might cost £10, on top of your standard ISP fees. Mercifully, Sony are rumoured to be subsidising key publishers – and indirectly, consumers – to get their AAA titles online. It's a classic chicken and egg situation, Sony *need* big guns like *GT4*, *Pro Evo 2* or, potentially, *GTA 3 Online* to encourage growth.

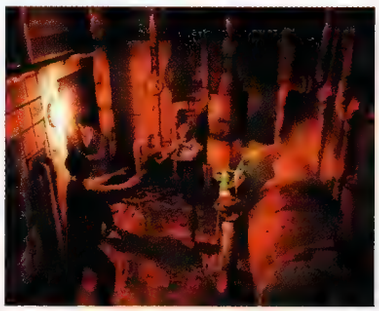
We expose the games, hidden costs and stumbling blocks that matter to you over the page, but don't miss the definitive Broadband guide in next month's PSM2.

ON THE DVD

In the Extras section of this month's DVD, we outline how to set up the US Network Adapter, from hardware installation to boot up. Handily, the UK version's almost identical, so watch and learn...

RESIDENT EVIL NETWORK: The Japanese games press are currently salivating over Capcom's online epic.

PSM2 RECKONS *With the Broadband network in the UK currently reaching only 4.5 million homes, Sony had to take an open-ended approach to connection. Undoubtedly, £45 is great value for people with Internet connections. However, as the service grows, they'll have to work a lot closer with the ISPs. The ideal solution? For a £50 one-off fee, an engineer connects the PS2, then you simply pay £10 a month for unlimited PS2 Broadband gaming. Well, that's the dream...*



STEAM, NOT HEARD: No word on a UK release date yet, but this is a dead cert for release - possibly - in late 2003.

INDUSTRY REACTION

PSM2 spoke to leading figures in the UK games industry for their reaction to Sony's recent online announcement...

"Reading the press release, I'm not sure of the actual cost of going online. If I've already subscribed to, say, BT broadband, then is that it? Do I pay no more?

"Imagine the scenario... you're playing *Pro Evolution Soccer* online and you hit a wonder goal after some touches of genius. Exactly who can you scream and shout at? No-one – because you're on your own playing online!"

Arthur Parsons, Traveller's Tales, Lead Producer on *Haven*.

"There are still questions left unanswered. We are still no closer to understanding what the pricing will be, nor network availability and performance – all of which will prove critical determinants of service uptake. It is also unclear as to what type of service will be offered by Games Service Providers. However, Spring 2003 will represent a pivotal moment in European games industry history and the start of a very exciting new gaming era."

Nick Gibson, Games Analyst at Durlacher.

"Anything that widens the experience – and network gaming certainly does that – has got to be welcomed with open arms. Just don't expect miracles right away. This is a small pigeon step towards the future."

Stuart Dinsey, Editor of Trade Magazine MCV.

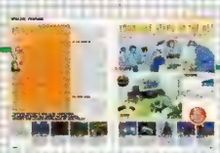
BROADBAND: THE COMPLETE HISTORY

Two years, 30 issues and over 11 features later, Sony have finally announced their UK online plans. Follow the tumultuous journey of Broadband with PSM2's handy timeline. Christ, we were right almost 14 months ago...

LIKELIHOOD OF BROADBAND HAPPENING

ISSUE 1 – AUG 2000
£100 Broadband add-on mooted for late 2001. Ha.

ISSUE 7 – FEB 2001
Kaz Harai waves the Broadband/HDD Adaptor.



ISSUE 12 – JULY 2001
We predict Sony's online plans, *over 14 months early*.

ISSUE 13 – AUG 2001
Kaz hasn't moved, but we're still addressing your queries.

ISSUE 21 – MAR 2002
Broadband launches in Japan, with details of *FF11*.

BEGINS OCTOBER 2000

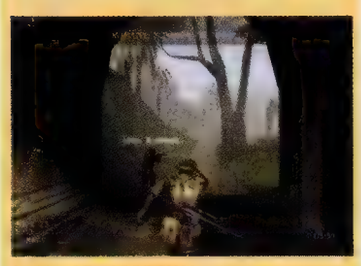
THE GAMES

What will you be playing in Spring 2003? PSM2 dissects Sony's confirmed line-up...

Sony have revealed a total of nine online titles, which are chiefly exceptional for the lack of 'must-play' games, save perhaps *SOCOM, WRC* and *TIF2004*. Off the record, Sony are working closely with several third-party developers – including Capcom, EA, Eidos and Take Two, creating the tantalising prospect of *Resident Evil Network*, *FIFA 2003*, *TimeSplitters 2* and – yes – *GTA 3* online. As previously rumoured, Rockstar are already looking into *Celebrity Deathmatch* and, possibly *Midnight Club 2* online. Don't forget, EA's *Madden 2003* was the game used to showcase PS2's online capability to the largely American audience at E3. Most of the UK launch titles are already up and running in the US – look for a review of *SOCOM* on pg94.

1) SOCOM: US NAVY SEAL

What is it?
Squad-based navy seals combat, with voice-activated commands.



SEAL OF APPROVAL: The game's up and running in the US, with a unique headset feature.

Anticipation Rating?
Requires some tactical thinking and exemplary team work. A great showcase for online gaming.

8/10

2) TWISTED METAL ONLINE

What is it?
Arena-based combat with gothic vehicles and smart weapons.

Anticipation Rating?
Despite the vile aesthetics, this is deeply compelling stuff.

7/10

3) DESTRUCTION DERBY ONLINE

What is it?
An update of a PSone game – essentially a car-smashing technology demo.

Anticipation Rating?
PSone version was frantic to say the least.

6/10

4) HARDWARE: ONLINE ARENA

What is it?
Winner-takes-all vehicular combat, from the developers of *Dropship*.

TANKS FOR ASKING: Speaking at E3, Team Camden discussed the possibility of vehicle downloads.

Anticipation Rating?
Manic, high-speed and addictive.

7/10

5) ATV OFFROAD

What is it?
The online update of the yanky-pleasing free-roaming racer.

Anticipation Rating?
Nice physics, but the original was boring.

5/10

6) MY STREET

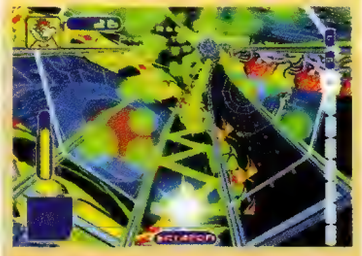
What is it?
A compendium of cute lickle children's games all squished together.

Anticipation Rating?
Don't laugh – simple games usually work well online. *Usually*.

6/10

7) FREQUENCY 2

What is it?
Mind-throttling music creator, with bemani tendencies.



FREQ LIKE ME: Match your button taps to the beat - the online version should be updated regularly.

Anticipation Rating?
Surprisingly addictive, with great tunes. A welcome diversion.

7/10

8) WORLD RALLY CHAMPIONSHIP ONLINE

What is it?
The World's second best rally game.

Anticipation Rating?
Probably just league-based. We're excited, but cautious.

8/10

9) THIS IS FOOTBALL 2004

What is it?
Sony's footy series makes the Broadband leap.

TOON IN, DROP OUT: With Sony's game heading on-line, *FIFA* should follow suite and, possibly, *PES2*.

Anticipation Rating?
Not *PES2*, but UK-wide leagues are an electrifying prospect.

8/10

THE COST

Best Case Scenario:
(Assuming that you've already got a PS2 and Broadband connection)

Broadband Pack £45
Monthly ISP fees £29.99

Total: £74.99

Worst Case Scenario:
(No PS2, no Broadband connection, no ISP - starting from scratch)

PS2 £169
Broadband Pack £45
Broadband Installation £50
Monthly ISP fees £29.99

Total: £293.99

The unresolved issues:

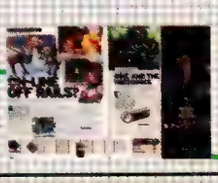
1) Which ISPs will Sony be partnering with? We're guessing that the choice is yours, so it's your responsibility to get the best deal.

2) What happens if you can't get a Broadband connection in your region? Nothing, we reckon...

3) Will games be paid for monthly, or per play? How much will they cost in total? Will publishers try to charge for new levels, downloads etc?

4) What happened to Sony's multimedia aspirations, such as the Hard Disk TV recorder unveiled in PSM2#29? Perhaps this will be introduced later on, like in Japan - possibly Christmas 2003.

5) What happened to the Hard Disk? Will this be yet another hidden cost later on?



ISSUE 22 – APRIL 2002
Insiders say *FF11* won't hit the UK – *still* no firm details.

ISSUE 24 – JUNE 2002
Kaz must be tired, but there's still no UK confirmation.

ISSUE 25 – JULY 2002
There were no pictures of white elephants to hand.

ENDS OCTOBER 2002

ISSUE 26 – AUG 2002
PSM2 uncovers the truth of online gaming. You wait...

ISSUE 29 – SEP 2002
PS2 to become a TV recorder. The future's almost here...

>INTERVIEW

LARA SLIP CAUSES ZERO SURPRISE

Lara Croft Tomb Raider: The Angel of Darkness delayed until February 2003 – Core's boss dodges some key issues in our revealing interview.

SPECS IN THE CITY: Looks like Kurtis shares an uneasy alliance with Lara – but expect them to hug later.

In a move that surprised no one, save for a few stock-obsessed shareholders and oblivious tabloid hacks, Eidos have confirmed that *Lara Croft TR:TAOD* will be delayed until February 2003. The game was originally scheduled for November 15th 2002 – yes, *now* – missing its deadline by nearly three months. The delay was announced to the city in late October, following intense speculation in the specialist games press. One month on, we're banging on the door of Core boss Adrian Smith for an explanation – with disappointing, yet indirectly revealing, results.

"We want to deliver the best *Tomb Raider* game ever, and delaying the game until next year gives us the extra time to help us achieve our goal," asserts Smith, adding matter-of-factly: "We simply weren't prepared to compromise on quality by rushing the game out for Christmas." Smith continues: "We are sorry to disappoint Lara's many millions of fans. However, we want to ensure that *Tomb Raider: The Angel of Darkness* is the best game in the series and it'll certainly be worth the wait."

Suspicions aroused by the bland explanation, PSM2 raised the growing concern that the *Tomb Raider* series might be running out of steam.

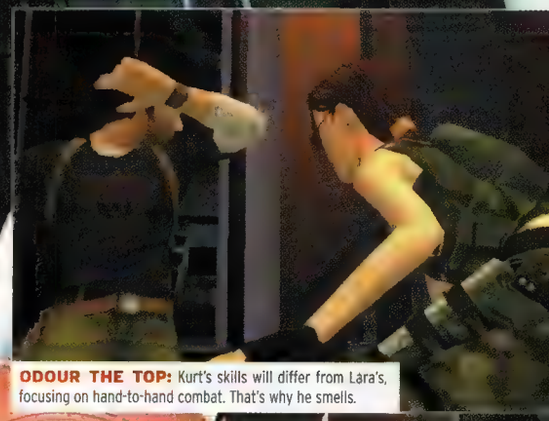
At this point, Smith springs into life. "I think the notion is ludicrous when you consider that this will be Lara's first outing on PlayStation 2. The game employs a brand new engine built to fully utilise the power of PS2.

"It also introduces a host of new and exciting gameplay features, including interaction with other characters, the capacity to improve Lara's abilities depending on how you play the game and, for the first time in a *Tomb Raider* game, a new playable character – Kurtis Trent."

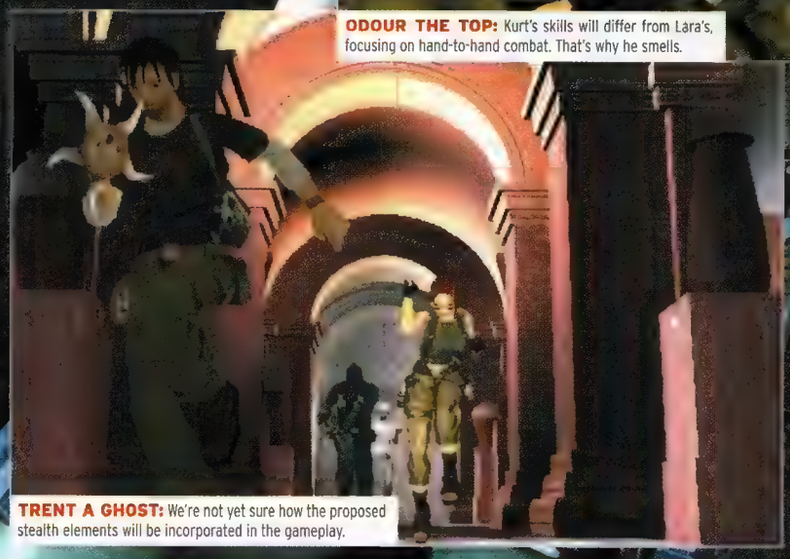
The truth remains, these details have been in the public domain for months. The first playable code – shown at E3 in May – was essentially a technical demo, while four months on, the version displayed at the PlayStation Experience consumer show was glitchy and hard to control.

Over two years since we saw the vision for Lara on PS2 – a series of glorious renders – we *still* haven't played anything that we'd consider to be a solid version of code, containing mission objectives and staple gameplay – or, whisper it, anything resembling a *game*. We don't want *Tomb Raider* to be bad – far from it – but Core need to address the enveloping shroud of mystery, and do it now.

PSM2 RECKONS *Hands on hearts, we don't think Lara's PS2 debut will be bad. In fact, fingers crossed, it could be tremendous. We're just sick of Core's non-committal attitude, repeated promises and lack of hard evidence. All being well, we'll be bringing you a world first preview next month. If the game delivers, we'll bark its brilliance down a megaphone to every last PS2 owner.*



ODOUR THE TOP: Kurt's skills will differ from Lara's, focusing on hand-to-hand combat. That's why he smells.



TRENT A GHOST: We're not yet sure how the proposed stealth elements will be incorporated in the gameplay.

"IT'S THE BEST GAME IN THE SERIES AND CERTAINLY WORTH THE WAIT"

>IN FOCUS

HOW TO SPEAK PR

1) Tough question? Don't answer it. Prevents awkward news stories.

2) Keep repeating 'product' buzzwords in a mantric fashion. "*The Angel of Darkness* opens a lot of doors, but only closes a few of them." Hey, they'll get the message...

3) In a similar fashion, keep repeating that this is the "Best xxxxx game ever". Subliminal suggestion, see?

4) Sprinkle your conversation with influential facts: "Lara's *millions* of fans." Lots, then.

5) Use plenty of big words, but say nothing. See Chris Deering.

>UP FRONT

ADRIAN SMITH: THE UNANSWERED QUESTIONS

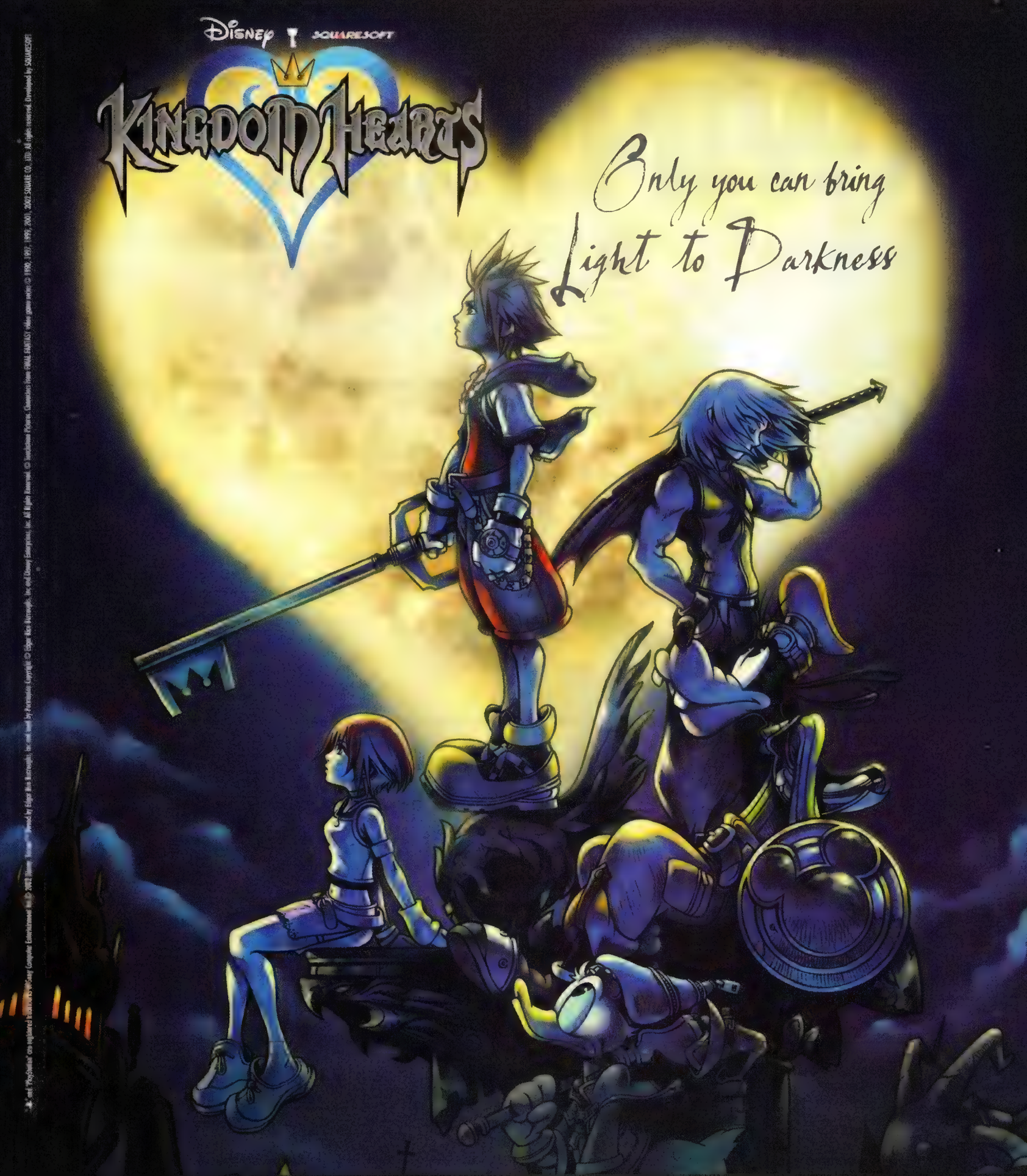
Adrian declined to answer half of the questions we put to him. Why, you may ask? You can draw your own conclusions from the list below:

1) What was the mood in the development team as the November deadline ticked closer?

2) How did you feel about the game's showing at ECTS?

3) How much pressure does it create for you, knowing that the delay wiped 18p (16%) off Eidos' share price within half an hour of the announcement?

4) The new release date will place *Tomb Raider: TAOD* up against Activision's *Indiana Jones* game. Why should gamers choose Lara over Harrison Ford?



An evil shadow has fallen across the universe. As Sora, you must wield the power of the Keyblade to defeat the evil Heartless. Featuring over a hundred Disney characters, as well as cameo appearances from the stars of Final Fantasy, KINGDOM HEARTS unites two of the biggest names in gaming in a single epic adventure. Courage is the Key.

www.kingdom-hearts.com
uk.playstation.com

PlayStation.2

THE BRAVE PLACE THE POWER PLACE THE WONDER PLACE THE THIRD PLACE

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WIN! A PS2 RACING PODIUM

Driving games, eh? For all the developers' claims of 'realism', 'dynamic weather' and 'topographical terrain', there's always something missing. No, not the heady aroma of gasoline, or frantic barking of your co-driver, but something a little more *practical*. Yes, you've guessed it, the allure of an injection-moulded car seat. Foolish? Pah. Nobody will be laughing when you're protected from your 14-inch portable television by a steel roll cage. And now, thanks to the PS2 racing podium, safety and sex appeal can co-exist happily in front of your TV, leaving your coffee table, sofa and loved ones free to explore the garden.

Normally, this sterling piece of kit would set you back £268, but thanks to our chums at AJG Computer & Video Games (telephone: 01293 545301, or website: www.ajg-games.co.uk), we're giving away two PS2 racing podiums complete with force-feedback steering wheel – absolutely free. Gratis. On the house. Or rather, covering it. Joking aside, provided you've got a really big house, it's the perfect complement to games such as *Colin McRae 3*, *GT3* and *Formula One 2002*. To be in with a chance of winning the ultimate driving accessory, answer this simple question:

Veteran rally driver Colin McRae has defected from Ford to which racing team?

a) Citrus
b) Citron
c) Citroën

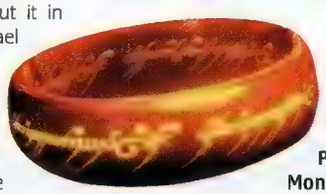
Send your answers on a postcard (no emails please) to: **Render me Immobile, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.**

As ever, no correspondence will be entered into and the Editor's decision is final. Oh, and don't bother sending us multiple postcards with different names. When letters arrive at the same time with identical handwriting, we do get a shade suspicious. And then we throw them in the bin. You have been warned.

WIN! A WIDESCREEN TV AND PS2

Yes, it's official, Orcs are the new cel shading. You can't brasso your codpiece, for fear of another *Lord of the Rings* game. Vivendi have got one, EA have got one, um, thingy have got... look, take our word for it – there's *loads*. OK, two, but we bet anything that 3DO are cranking up an RTS as we speak. And Gimli's a hidden character in *SSX Tricky 3*. Eh? *Eh*? Oh, bugger.

Basically, EA's game is based on the forthcoming second movie, and Vivendi's is based on the weighty book trilogy. Confused? Think about it in terms of beards. EA's game is Michael Greco's – tight, formulaic and ultimately cosmetic, while Vivendi's is Marcus' favourite David Bellamy's – ragged, mammoth and curiously diverting. Er, that doesn't actually make any sense does it? Oh, sod it, just turn to pg78 and pop back in a second...



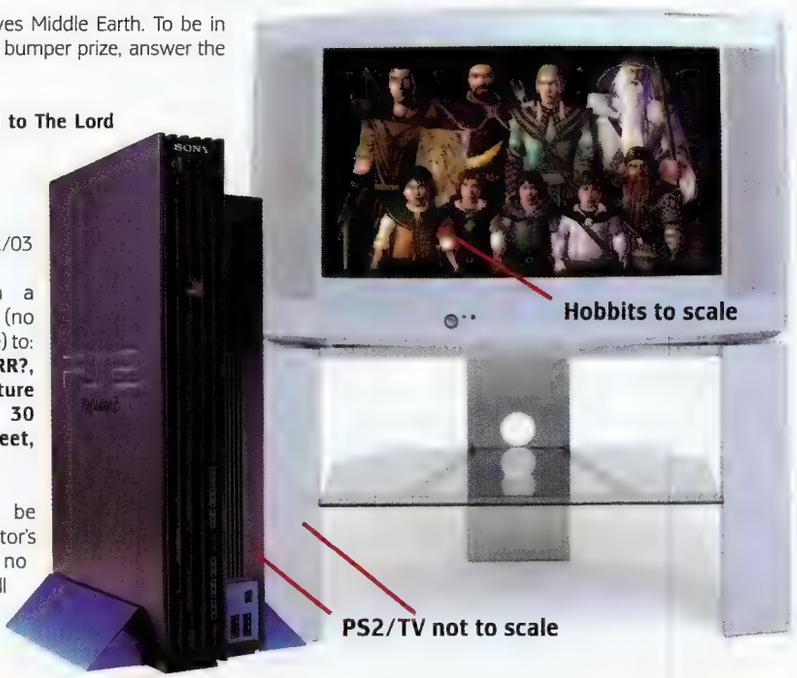
Anyhow, thanks to our mates at Vivendi Universal, we're giving away a Philips Widescreen TV, a PS2 and a copy of *Fellowship of the Ring* (scoring a solid 70% in this very issue), plus five copies of the game for the runners up. There'll also be five replica One Rings to give away, so you can propose to the missus, shortly before she turns invisible and enslaves Middle Earth. To be in with a chance of winning this bumper prize, answer the following question:

JRR Tolkein's famous prequel to The Lord of the Rings trilogy was:

a) The Hobbit
b) The Habbit
c) The Habitat Collection 2002/03

Answers on a postcard (no emails please) to: **Who shot JRR?, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.**

No correspondence will be entered into and the Editor's decision is final. Again, no multiple entries, please, or we'll send Jonnie round. And he can be quite scary when he's



GLEAM GODDESS: In true Rockstar fashion, the shots aren't *entirely* representative, but close nonetheless.

WHEELIE, WON'T HE: The bikes are faster and can sneak down small alleys, but you're vulnerable to shunting.

COP AN EIFFEL: Yes, bikes are new, but you'll also be racing in three major cities - LA, Paris and Tokyo.

DUSKY SPRINGFIELD: As ever, the sun never rises, but at least you've got rain, fog, dusk, twilight and dawn.

SPARK AND RIDE: The AI has been implemented to create competition - lots of jostling in the pack.

›PSM2 FIRST PLAY プレイ

CLUB RIPS

Nitro street racing from the publishers of *Vice City* – but is it a case of *Burnout* or fade away?

"*Midnight Club* was a rush job," gabbers Rockstar supremo Dan Houser, pausing momentarily to rocket his performance sports car 200ft over the River Seine. Sat in a plush Parisian hotel suite, five minutes into the worldwide premiere of *Midnight Club 2* we're nodding like lapdogs. Rockstar's latest collaboration with developers Angel Studios doesn't so much go back to the drawing board, as splinter it into a thousand pieces with a stern tap of the nitro.

The graphics are the most obvious improvement, a neon-slashed *Vice City* lookalike, tearing along within a fluffy dice-width of *Burnout 2*. The floor textures are grainy and realistic, while lampposts fizz like violent sparklers as they shatter on to the street. The action's noticeably chaotic, shaming the sterile cities of old – cars make huge improbable leaps, side-wheelie like Knight Rider and scatter pedestrians like rubber skittles.

Gameplay-wise, it's a tyre tread of the original. Starting in LA, you've got to earn the respect of the street racing community, culminating in a Tokyo showdown with the champ. Rockstar have improved the plot, which should augment the core racing. And there'll be a *Fast and Furious*-style love interest to complement the sassy b-boys and international playboys.

"THE ACTION'S NOTICEABLY CHAOTIC, SHAMING THE STERILE CITIES OF OLD"

There'll be 25 fully-destructible cars in total, loosely inspired by real-life motors. Eventually, you'll earn some limited nitro boosts, but it's possible to gain speed by 'slip streaming' your rivals – signified by an on-screen meter. The bikes – all three of them – are the most enjoyable addition. Aside from their speed and fragility, you can tap L1 with the analogue stick for speed-enhancing wheelies or knee-scraping assisted turns.

Sadly, *Midnight Club* was glaringly predictable. The opposition ran on-rails, so all you had to do was copy their route and trump them to the checkpoints. Thankfully, the sequel features realistic 'branching AI', so riders react to situations as and when they happen. Each car has a unique 'personality' – aggressive, destructive or sly – guaranteeing a different race every time. The police are equally devious, hunting in packs and shunting intelligently.

Look forward to a full exclusive preview of *Midnight Club 2* in next month's PSM2.

PSM2 RECKONS *Initially, this is a real improvement – easily on par with NFS2 – but there's one nagging reservation. What does this do that Vice City doesn't? Rockstar claim that the racing is faster and purer... And that much is true, but the improvement's only marginal. Worse, there's currently some messy pop-up on bigger jumps and everything's a little too bright and chunky – Burnout 2 is way more detailed than this. Still, there's plenty of time for the free-roaming gameplay to win us over, so stay tuned for the definitive verdict.*

BYTESIZE

› **EUROPE:** During our world-exclusive playtest of *Midnight Club 2*, we grilled developers Rockstar to see if the game would be playable online. Officially, the team were sworn to silence, but, off the record, smiled brightly and wouldn't deny anything. We're expecting online street racing come March 2003.

› **UK:** As first revealed in PSM2#28, EA Big are working on *Def Jam Vendetta*, a wrestling game featuring hip hop faves such as DMX, Ludacris, Method Man, and Scarface. The game's being developed in conjunction with AKI Corporation – of N64 *WWF* fame – and will feature 45 fighters with over 1500 moves across ten arenas. Expect a mid 2003 UK release for this one.

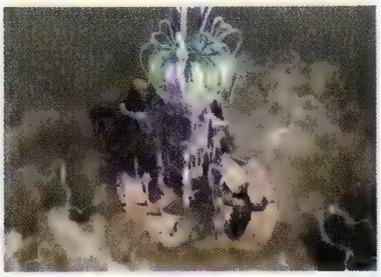
› **JAPAN:** Blizzard are releasing *Starcraft: Ghost*, the sci-fi brother of the best-selling PC fantasy series *Warcraft*. The trailer shocked Tokyo Game Show attendees, sacrificing the RTS heritage for third-person combat, detailed interiors and tactically-distinct weaponry. More on *Starcraft* soon.

› **USA:** It's official: Sony have won the console war, according to hi-tech market research firm In-Stat/MDR, with over 40 million consoles sold worldwide. According to latest projections, the figure will rise to 120 million by 2006. Needless console bickering aside, this is great news for the long term software future of PS2.

"GONE IS YUNA'S SHY RESERVE, REPLACED BY THE HOTTEST PAIR OF HOTPANTS THIS SIDE OF KYLIE"
New character
Rikku
Yuna

DRAW TALENT: The realtime combat is backed by revelations that Yuna will be able to jump and roll while holding her guns.

SKY CAPER: One definite new location is this mysterious tower that suddenly bursts up from the earth.



›FIRST LOOK ファイナル

FINAL FANTASY 10-2

Square manage to dodge the Broadband bandwagon and bring their PS2 classic back to life in a sort-of sequel. With guns. Lots of guns.

You'd think that after surrendering 70 hours of our lives, we'd be slightly restrained about news of a *Final Fantasy* sequel. But one brief trailer later, here we are again, manning the floodgates of fact and speculation for another epic trek across Spira. Yep, that's Spira – as in the big wet homeworld of the original. Confused?

Let's get things straight. This isn't *FF11* – the Japanese online phenomenon. Nor is it *FF12*, which – according to Square chief exec Yoichi Wada – won't see the light of day until 2003 in Japan. Nope, what we've got here is pretty much a direct continuation of the previous plot.

Set two years after *FF10*'s climax, the action revolves around Yuna, Rikku and a third completely new female character – check out the image opposite. There's precious few details as to why this trio are adventuring again but, chances are, it's got something to do with a huge, catastrophic disaster about to engulf the planet. Don't despair, though, the motivation to 'reach for higher levels', described by producer Yoshinori Kitase in our world-exclusive interview in PSM2#23, is definitely alive.

Gone is Yuna's shy reserve, replaced by the hottest pair of hotpants this side of Kylie, plus a couple of pistols in the style of this entails for turn-based combat. Sadly, it probably won't be realtime throughout, but a shot displaying the words 'active mode' has got us wondering if the menus might be heading for a well-earned sabbatical.

PSM2's Japanese correspondent is infiltrating Square's HQ as we speak, armed with a beard-mounted spy cam.

"WHAT WE'VE GOT HERE IS A DIRECT CONTINUATION OF THE PREVIOUS PLOT"

DMC. So, girls with guns. Yes. But also, girls jumping about like Russian gymnasts.

While this *isn't* an action adventure/RPG hybrid like *Kingdom Hearts*, Yuna and her pals are definitely more active than the plodding Tidus. While the backgrounds remain beautifully rendered, Yuna's motion is surprisingly catlike – like *Resi*, but with a touch of Lara Croft. Then there's the inclusion of *those* twin pistols, and what

Safe to say, we'll keep you informed of any new developments as they happen.

PSM2 RECKONS *We tried to stay calm, but seeing Yuna's credible impression of Croft provoked feverous excitement. In fact, the only thing we're cautious about is the timing – it's only been 19 months since FF10. Fingers crossed that there's enough in there to warrant the loss of another nine days of our lives.*

ONE JUMP OR TWO?

While not free roaming in the sense of *Tomb Raider*, you do get to traverse the walky bits a damn sight faster than before. Let's just pray the random battles have been shelved during these parts. Just imagine the hysteria caused by having to battle an angry plant half-way through a jump.

HOLE VAULT: [illegible] title, chasms like this would [illegible] meant the end of the line.

LOST AND BOUND: Now [illegible] quick tap of the ◎ button and [illegible] leaps across the divide with ease.

PULL MONTY: [illegible] cling on to, and [illegible] vertical surfaces.

OK, UK?

PSM2 can exclusively reveal that *FF10-2* is heading to the UK. Square Europe wouldn't commit to a publisher or release date, but did confirm that the game will arrive here some time in the new year. Which, when you consider that the original sold in excess of 200,000 copies in the UK alone, is good news for fans and retailers alike.

FACT FILE

Grab an eyeful of info about *FF10-2*

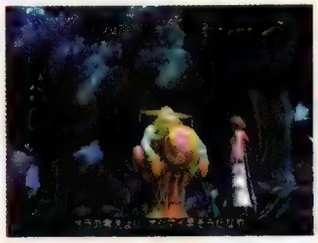
- The tattoo Yuna now sports on her chest is the same symbol as Tidus' necklace from *FF10*. That's love for you...

HERE WE GROW: The residents of Spira have been rebuilding their lives after Sin's attack.

- Killika, the village destroyed by Sin in *FF10*, has been completely rebuilt.
- Yuna is no longer a summoner in the second game. With the defeat of Sin, all the Aeons departed for the farplane. So, there's nothing left for her to summon.
- Also, the dissolution of the Yevon religion at the end of the last game means that machines are no longer outlawed in Spira – hence the Al B'hed pistols.
- Yuna's radical change in appearance is explained as her attempting to distance herself from the notoriety that arrived through being the only summoner to truly defeat Sin. The costume itself was given to her by Rikku.
- Rikku and Yuna are actually cousins.

THERE GOES YOUR FAN: Looks like Yuna's out and about with the Al B'hed again.

- The Al B'hed vehicle that Yuna travels on in two of the scenes from the trailer was first encountered at the base of the cliffs in the Clam Lands of *FF10*.
- The time in which the game is set is called Nagi, which apparently translates as 'period of eternal calm'.
- Part two kicks off on Yuna's home turf, Besaid Island.
- Wakka will return, fresh from his guest appearance in *Kingdom Hearts*, for a walk-on part at the start of the game.
- The game will also be less linear this time, with multiple locations open for exploration from the start.
- The travelling minstrels from the last game are back with both Drum Gut and Hawk Head turning up in prominent roles.



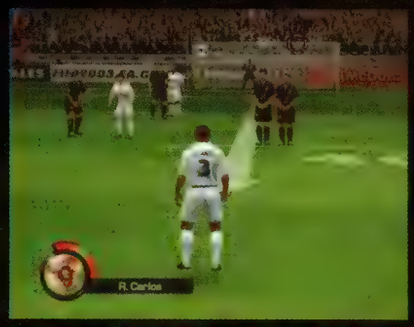
BEAT AND TWO VEG: Just after this meeting, Drum Gut explodes into rays of light. Odd.

CONTROL THE BALL AND YOU CONTROL THE GAME

FIFA FOOTBALL 2003 has an all-new AI engine.
It fundamentally changes the way you play the game.
The ball behaves like a ball. Better get back in training.

Get on the pitch. Get in control. Be the 12th.

fifa2003.ea.com



THE 2003 FREEKICK MODEL

Dead ball doesn't mean dead game. The new set-piece dynamic gives you complete control. You can shoot and dip your effort under the bar, drive it at pace through your own players in the wall or hit it like Roberto C: ridiculous swerve laced with a touch of malice.

THE 2003 FREESTYLE CONTROL MODEL

EA SPORTS™ Freestyle Control is a brand new ball control mode. Freestyle Control gives you individual moves for individual players. The kind of move to embarrass a defender. The kind of move to make him bring you down on the edge of the box. Over to you, Roberto.

THE 2003 PASSING MODEL

New team play and team tactics. Breaking down the opposition needs more precision passing and movement. See Edgar Davids for details.

THE 2003 BALL PHYSICS MODEL

Dodgy headers, wild slices, overhit passes – you can do them all if you're not skilful enough. New ball physics mean the ball won't do all the work for you. The ball will react like the ball that Davids wins, the ball that Giggs flicks and the ball that Roberto Carlos punctures walls with. This should sort out the men from the youth team.

THE 2003 DRIBBLING MODEL

Inverse Kinematics taken to the next level. The ball doesn't stick to you, you have to stick to tha ball. Ryan Giggs can do this. Can you do this?

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EA SPORTS
it's in the game

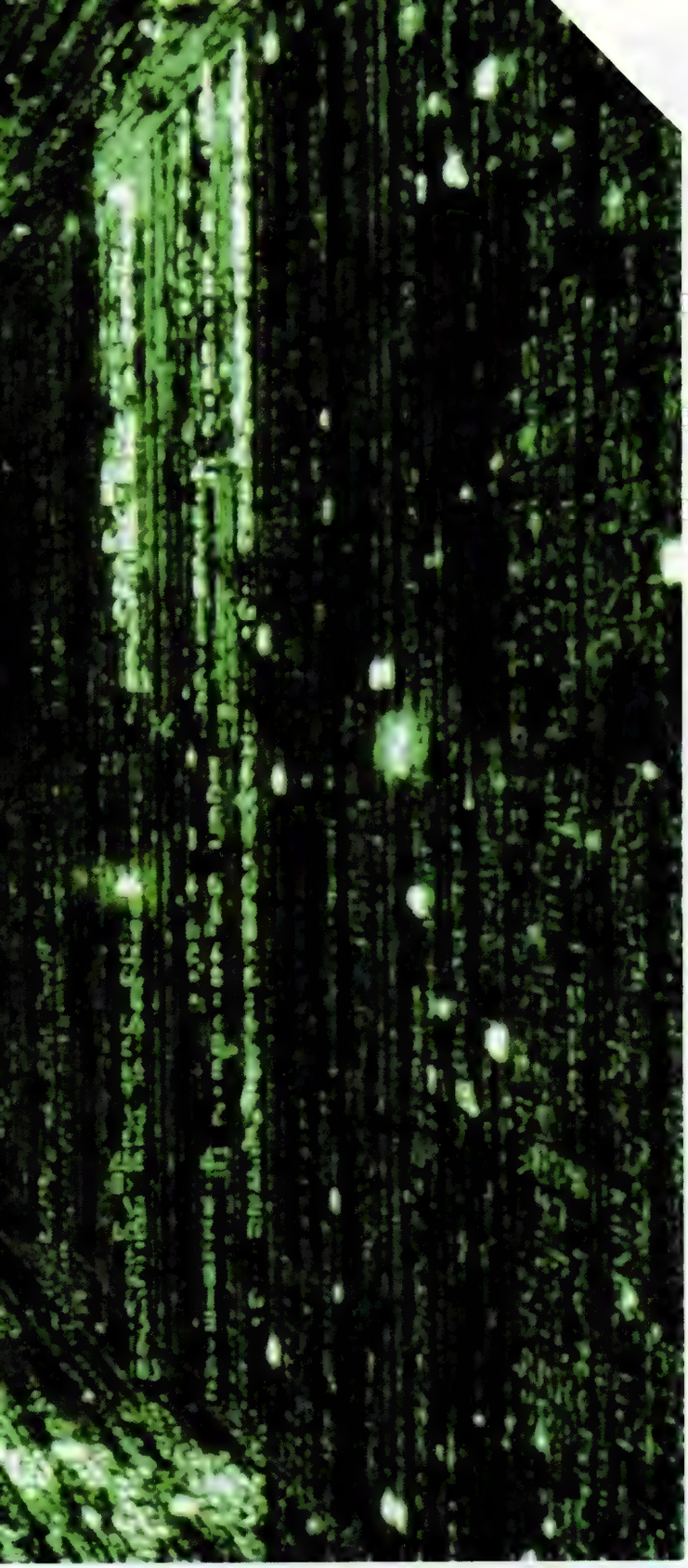
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK MAY 2003

ENTER TH

"IT'S A JOY TO CONTROL AND ADRENALIZING TO WATCH. COULD IT BE THE ONE?



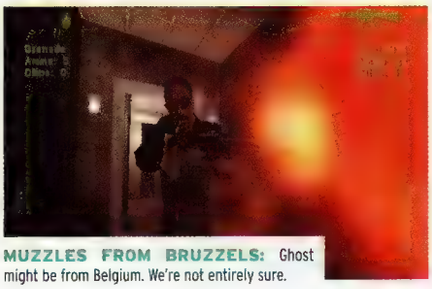
E MATRIX

WE'RE BEGINNING TO BELIEVE..."

If you're going to take the blue pill, then turn away now – otherwise, follow us to see how deep the rabbit hole goes... **TAKING THE PILL:** Joel Snape

What is *The Matrix*? "It's *not* the game of the film," says Dave Perry, head of Shiny Entertainment and quite possibly the tallest games developer in the world. PSM2's in Shiny's LA offices, and Warner Bros. are understandably paranoid about letting film-spoiling code out of their sight – we're the first people in the world to see it, you see. Last night, we got a big red pill in an envelope handed to us (it was an oversized jelly bean – clever, Atari...) by a confused receptionist. And yes, we're excited. Stupidly excited, like when we came out of the first film and tried to run up a wall. But hold on a minute...

"All the main characters – Neo, Trinity, Morpheus, the Oracle and Agent Smith are in the game." So you get to play as Neo, right? "No."



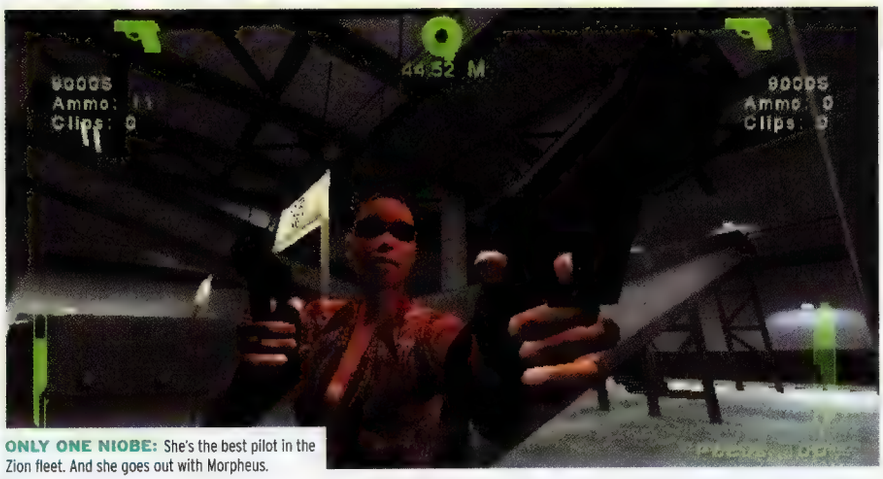
MUZZLES FROM BRUZZELS: Ghost might be from Belgium. We're not entirely sure.

"The Wachowski brothers themselves wrote it, and said 'here's the script for your videogame'," says Dave. "I don't know what the going rate is for a Wachowski brothers' script, but it was a nice gesture. There's things that you're going to see that will open up movie two and three for you. If you're a gamer, you'll get a different experience from someone who's just walked into the movie

"THERE'S A FAIR DEGREE OF EXPLORATION INVOLVED IN THE GAME – BUT THERE'S ALSO A LOT OF THUMPING PEOPLE"

What? Sorry, *what*? "A lot of bad stuff happens to Neo in the second film that really wouldn't be fun for the player," we are told, abruptly. Instead, you get to play as either Niobhe, the driver, or Ghost, the, erm, Apache Zen Buddhist assassin – a decision that you'll make at the start of the game, to give you variations on the plot. And instead of just following the plot of the film, you're part of a wider story that runs parallel to it.

theatre. You'll be like, I delivered that to here, or I made this happen. An interesting thing is that at one point, the videogame screws up the movie." Christ. "When I got started, I said I didn't want to be involved unless we have the rights to everything we want to use. They said fine. All the actors signed contracts to do the game, so we've been able to motion-capture them and use their voices." Though we're notoriously sceptical of ▶



ONLY ONE NIOBE: She's the best pilot in the Zion fleet. And she goes out with Morpheus.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SLAY IT AGAIN, SAM: Ghost flagrantly disregards the instructions of Sir Elton John. Blammo.

WAY OUTTA HERE: Marvellous feelings of 'light' and 'space' in this room - nice shiny flooring, too.

►games going the oh-it's-actually-a-prequel route, this – like George Lucas' famous Star Wars bible – has been seriously thought through. Together with the Animatrix, a series of short films helmed by some of the anime industry's top directors, it'll continue to explain the world that started with a comic written by the Wachowskis.

JIU-JITSU? WHOA...

OK. So, really, though – what is *The Matrix*? "It's not a fighting game," says Dave, strolling into the training area he's loaded up in order to show us the combat system. As you'd expect, there's a fair degree of exploration involved in the game – but obviously there's also a lot of thumping people. "In *The Matrix*, when you fight, you put people down. You're not there to stand there doing kung

"YOU CAN SEE THE BONES IN CHARACTERS' HANDS MOVING INDIVIDUALLY"

fu all day. You walk into a room, and if there are ten people in there, they all go down," explains Dave. "We hope to define 'hard as nails' with this game." As he quickly demonstrates with relish on a handy SWAT team.

The fighting system's fairly simple – dish out a couple of slaps, soften your opponent up, then press punch/kick and a direction for a slow-mo finisher. Bloke number one gets a roundhouse boot to the chin and drops. Bloke number two isn't so lucky – he gets his arm popped in two places, and PSM2 can't help but wince as he tries to crawl away with one useless limb. Bloke

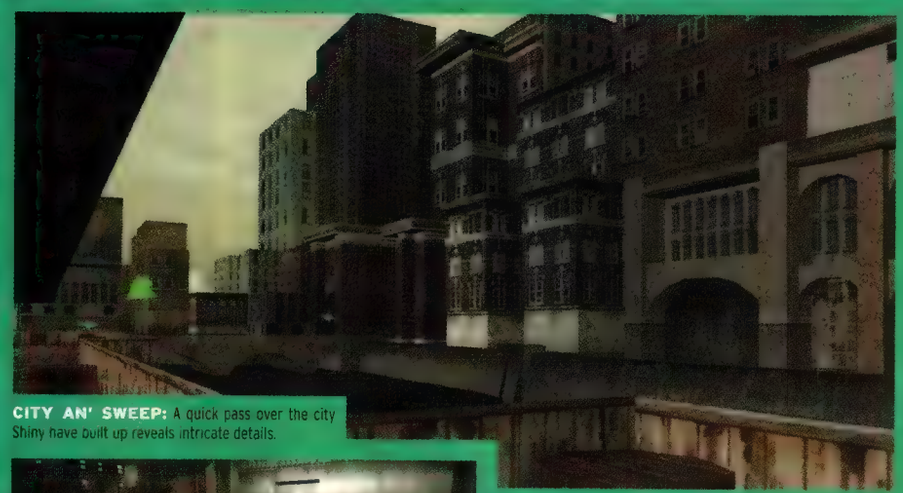
INSIGHT

- Ewan McGregor and Will Smith were both originally offered the part of Neo.
- Carrie-Ann Moss broke her ankle during filming, but didn't tell anyone so that she wouldn't be recast.

A WORLD WITHOUT RULES

Want to talk synergy? After getting their production sketches back, the Wachowskis wanted to see what certain environments looked like – and got Shiny to render them up. Quicker than getting the carpenters to do it, see? Currently, they're on 'first pass', which means that all the environments are in place, but some textures are yet to go. They'll also be visiting the Australia-based set to get the final look nailed.

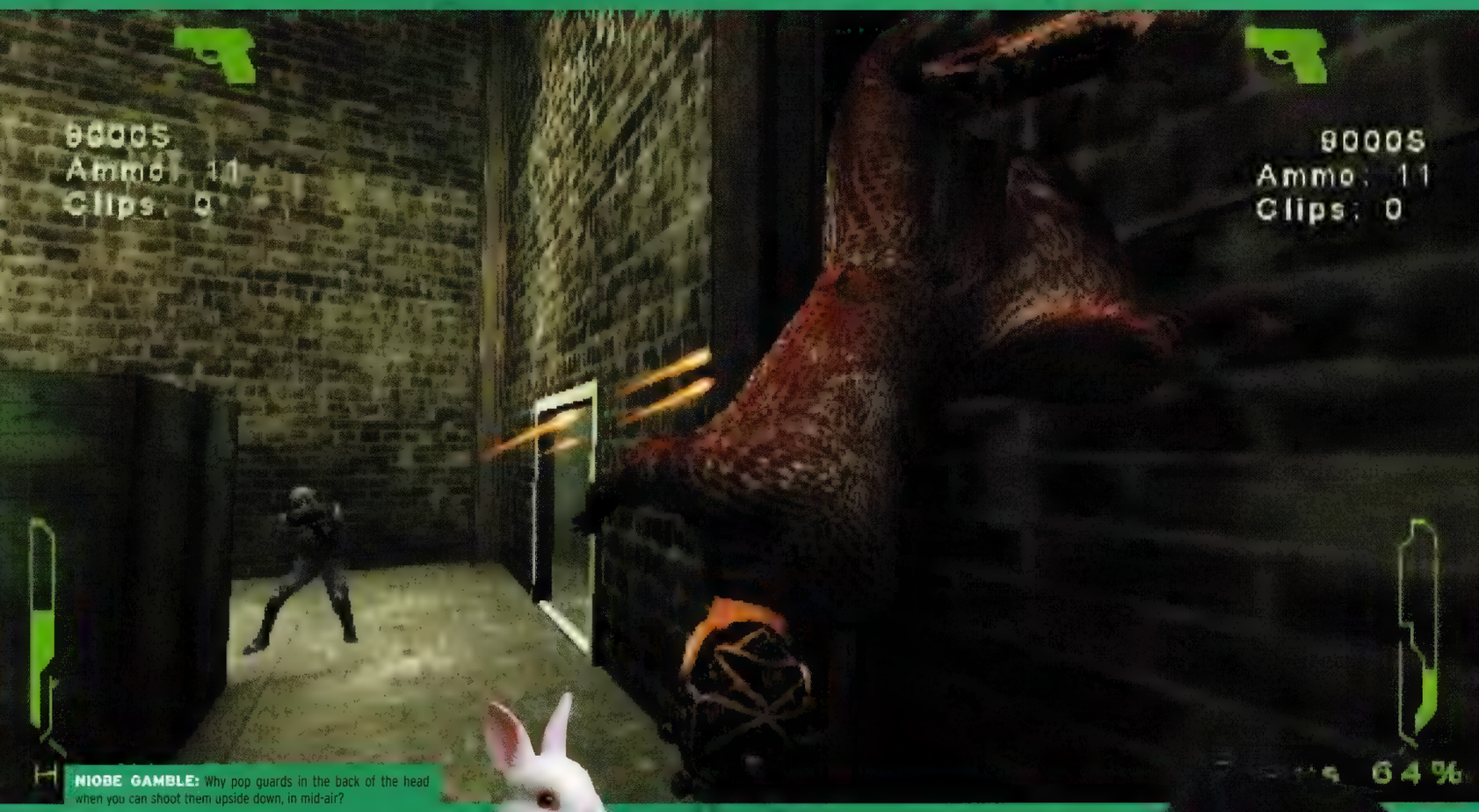
I'VE GOT THE TOWER: The roof Trinity runs across has got an ad for the Desert Eagle on, y'know.



CITY AN' SWEEP: A quick pass over the city Shiny have built up reveals intricate details.

BRICK ASTLEY: Look at those wall textures, en? And they're still only on their 'first pass.' Hmm.

LADDER TO HEAVEN: The cool slide-down-the-ladder effects help in rooftop dashes.



NIOBE GAMBLE: Why pop guards in the back of the head when you can shoot them upside down, in mid-air?

number three's the *real* wincer, though – Niobhe grabs his wrist, flips him over, steals his gun and caps him execution-style. Ooch. All these moves were motion-captured from real martial artists under the supervision of choreography maestro Yuen Wo-Ping. You'll be able to appreciate them all in a two-player combat training system based on the virtual reality dojo.

There're more than 4,000 motion-captured movements in the game, working down to the tiniest details – in close-ups, you can see the bones in characters' hands moving individually.

INSIGHT

Neo learns how to do Drunken Boxing in the film – the style that the fight choreographer previously popularised by directing Jackie Chan's Drunken Master.

"EVEN KEANU APPARENTLY UNDERWENT THE PING-PONG BALL TREATMENT"

Even Keanu apparently underwent the ping-pong ball treatment – it was in his contract. More of that in a second. At the moment, we have a gun.

DODGE THIS

"In a typical Matrix game, you might fire 50,000 bullets – you're tossing guns away and shooting all the time," says Dave. It's all about aggression, and Focus – the essential game-defining slow-mo mode. Diving backwards while busting caps might be a vaguely familiar sensation for anyone who

PEEKING DUCK: Despite the aggression-heavy gameplay, the old *MGS* corner peek's a mainstay in gun battles.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

WHOA – DE JA VU...

"The first one is about birth... the second is life; the third is death," says Keanu Reeves about The Matrix and sequels Reloaded and Revolutions. Check out the trailer for Reloaded on www.whatisthematrix.com – and if you really can't wait, check out the following minor spoilers:

- The film's costing a reported $300 million to make, partly due to a 14-minute sequence described by Joel Silver as "the most complicated sequence ever put on film" and a visual effect that took two years to set up.
- One of the central characters has two silver-uniformed, white-dreadlocked bodyguards played by Karate expert twins Adrian and Neil Rayment.
- Monicca Belucci, Harold Perrineau Jr, Jada Pinkett Smith and Nona Gaye (Marvin's daughter) all play freedom fighters.
- SPOILER! Neo has to fight multiple versions of Agent Smith, who's gone rogue and started duplicating himself.

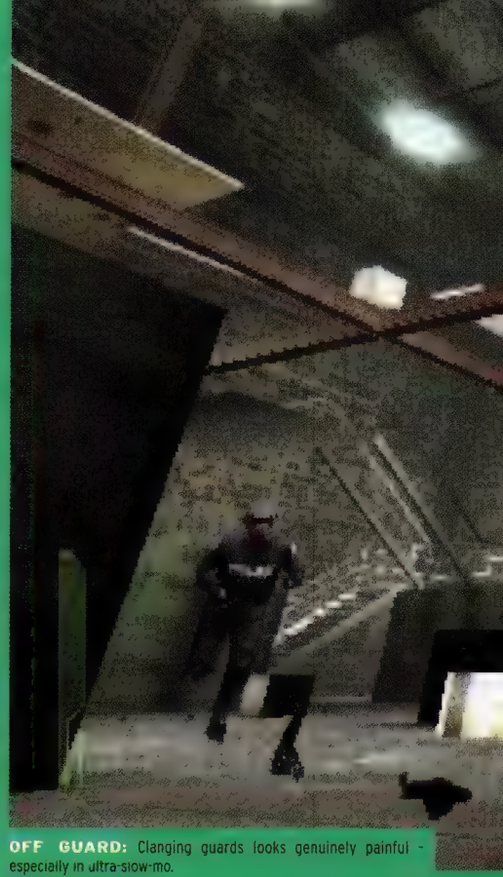
NEO GRANDE: Our hero can now regularly shoe the proverbial out of entire gangs of Agents.

DON'T LOOK NOW: Romeo and Juliet's Harry Perrineau Jr. plays the new 'operator'.

KEY-ANU LEAVES: Or enters. More of that crazy Wachowski symbolism in full effect.

LAMBRAGE A MAYEN: Or, in fact, a katana. You'll see Morpheus take on the twins in the film.

MOSS-TLY ARMLESS: Carrie-Ann continues to wear impractical outfits and shades at night.



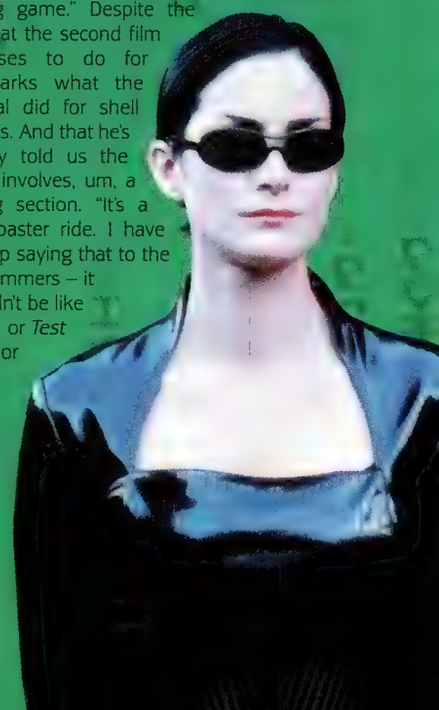
OFF GUARD: Clanging guards looks genuinely painful - especially in ultra-slow-mo.

▶played *Max Payne*, but there's more to it than that. Jump forward while firing, and you'll corkscrew into a forward roll. Tap sideways, and you'll cartwheel brandishing your gun one-handed. Run at a wall and, oh yes, you'll scamper up it automatically, somersaulting off and spitting out hollow points every step of the way.

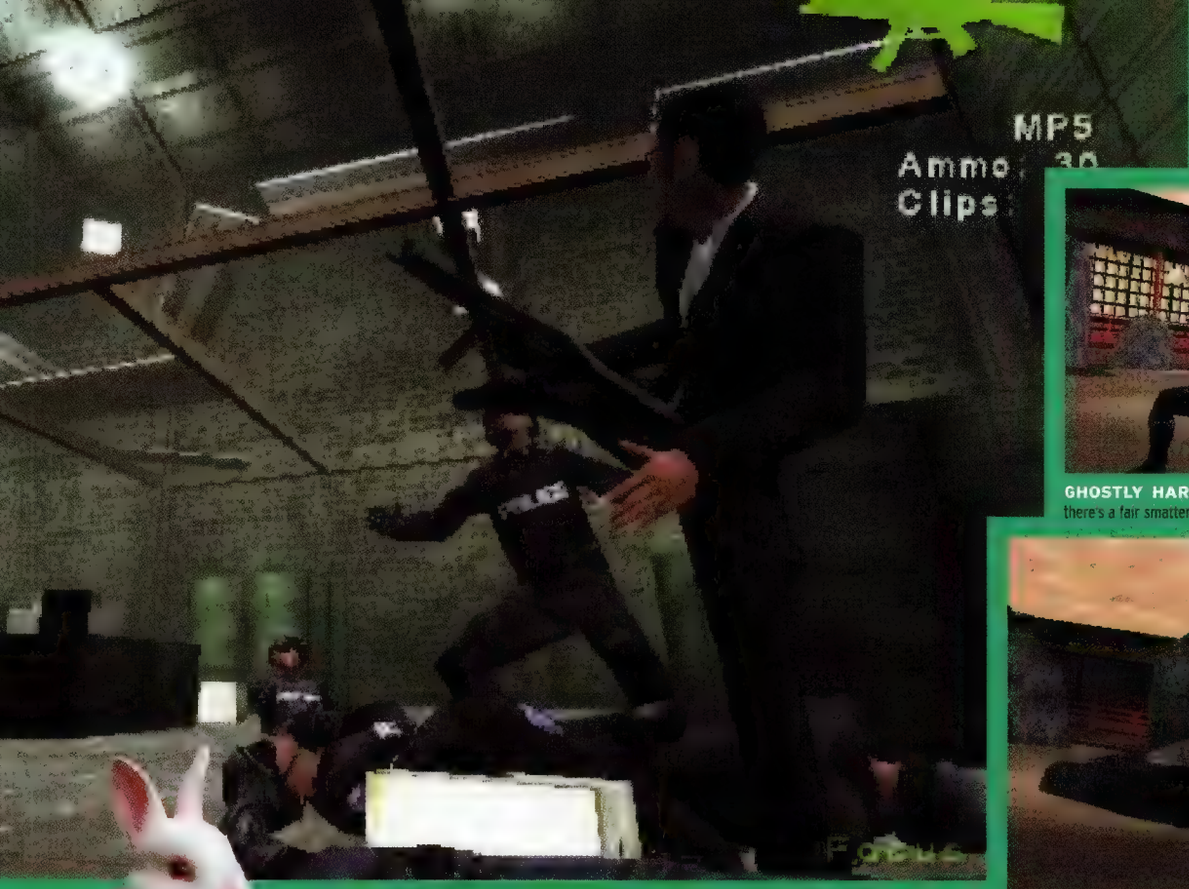
Focus isn't just crucial in combat – it also allows you to leap huge gaps and run faster. The whole game's designed to make exploration as intuitive as possible. Run up to a crate or low beam and you'll automatically duck or hop to pass it. Press jump on a ladder and you duck, press fire as you dangle from a pipe and you'll draw a pistol while hanging from the other hand. It's all part of the intuitive Shiny design ethic, and Dave promises that when the game's finished, even mashing all the buttons together'll do something unexpected.

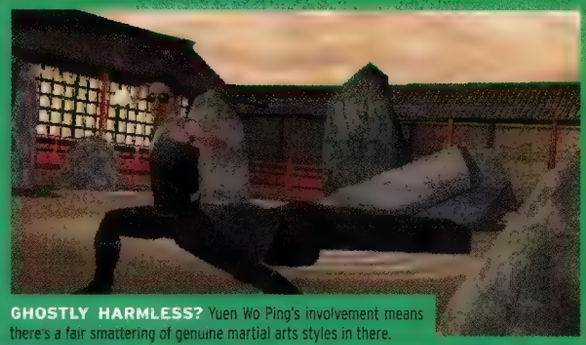
GET ME TO A HARD LINE!

Come on, then. What *is The Matrix*? "It's not a driving game." Despite the fact that the second film promises to do for skidmarks what the original did for shell casings. And that he's already told us the game involves, um, a driving section. "It's a rollercoaster ride. I have to keep saying that to the programmers – it shouldn't be like *Driver*, or *Test Drive*, or *Gran*



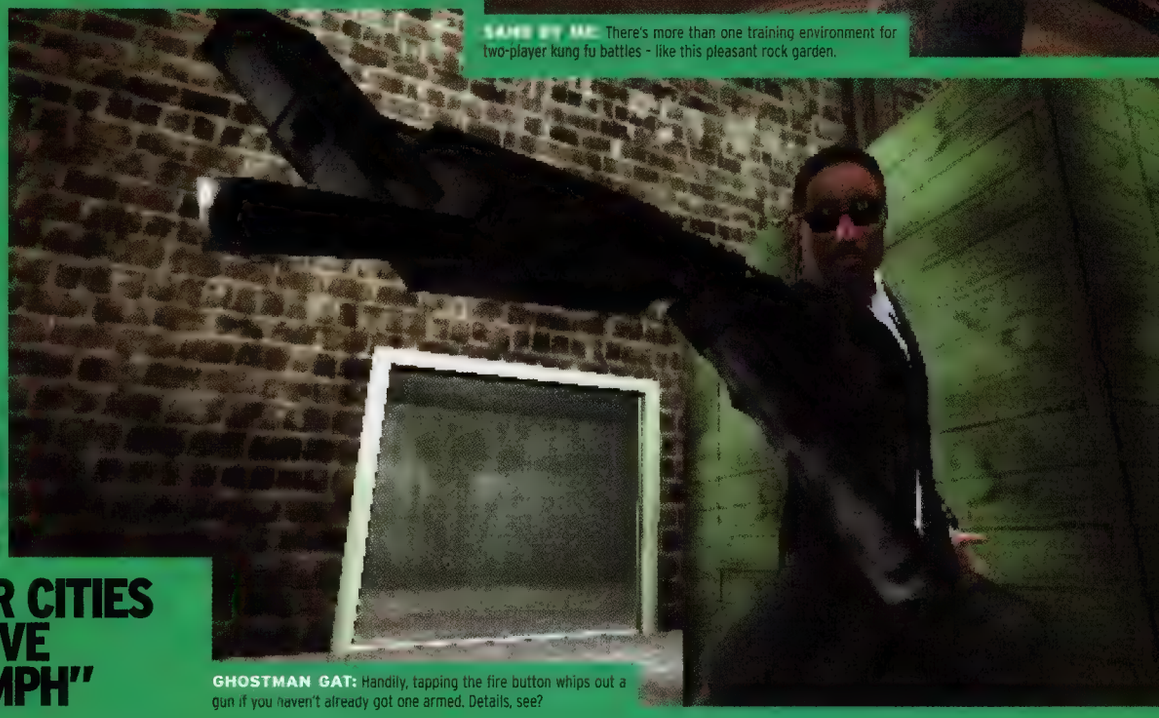
ENTER THE MATRIX





GHOSTLY HARMLESS? Yuen Wo Ping's involvement means there's a fair smattering of genuine martial arts styles in there.

SAVE BY ME. There's more than one training environment for two-player kung fu battles - like this pleasant rock garden.



GHOSTMAN GAT: Handily, tapping the fire button whips out a gun if you haven't already got one armed. Details, see?

INSIGHT

■ When Neo meets the Oracle, her TV's showing white rabbits from Night of the Lepus. The music playing in the background is Duke Ellington's 'I'm Beginning to See the Light'.

Turismo. The whole point is, we're trying to get to the hard line and everyone's trying to stop us. We've designed our cities so that you can drive across them at an average of 90 mph, but the Agents throw everything at you while you're trying to do it." Cool.

That's not all, though – as well as being the best driver, Niobhe's the pilot of the Logos, which is the fastest hovercraft in Zion's fleet. In certain sections, then, you get to play as either pilot or gunner as you zoom down tunnels policed by the Sentinel 'bots, setting off EMPs and causing havoc in the mainframe.

Finally, there's the hacking section, designed to add an RPG element to the game. "Neo, at ▸

"WE'VE DESIGNED OUR CITIES SO THAT YOU CAN DRIVE ACROSS THEM AT 90 MPH"

GUNS... LOTS OF GUNS

"We used the weapons supplied by the guy who gets them for the movie," explains Dave. "He gets prototype guns that gun companies are planning to release. So we've got some extremely futuristic weaponry in there." Along with the usual shelfload of guard-perforating Glocks and Sigs, naturally...

NORINCO 7.62 MM TYPE 79 SNIPER RIFLE. POSSIBLY.
As used by: No-one that we've seen yet. Interesting.

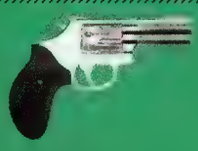
COLT M16
As used by: SWAT teamers – but without the grenade launcher.

HECKLER-KOCH MP5K As used by: Trinity and Neo.

DESERT EAGLE
As used by: All the Agents.

BFG-50K
As used by: Mouse – one in each hand – although technically, they aren't real. Big Flipping Gun, see?

SPAS-12 PUMP ACTION
As used by: A SWAT-teamer, shortly before Trinity kicks it out of his hands and shoots him in the back.



COLT .32
As used by: Most cops and security guards.

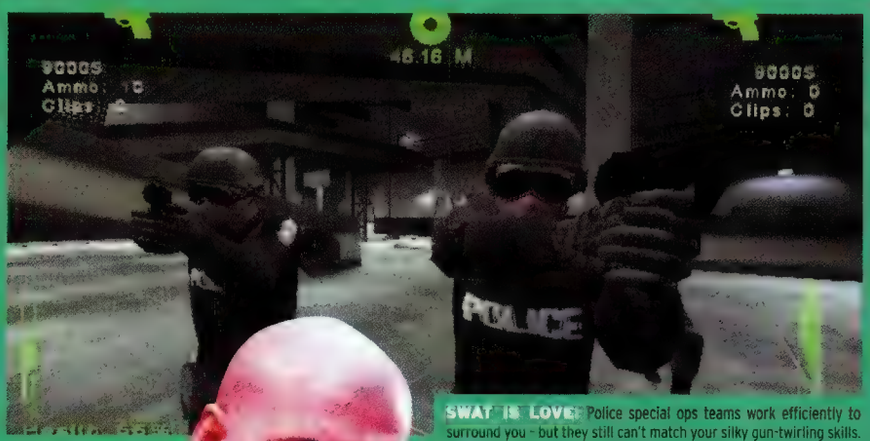
SIG SAUER P220
As used by: Neo, when he's crawling down the wetwall.

BERETTA 92F
As used by: Trinity in the opening sequence – Neo in the tube section.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

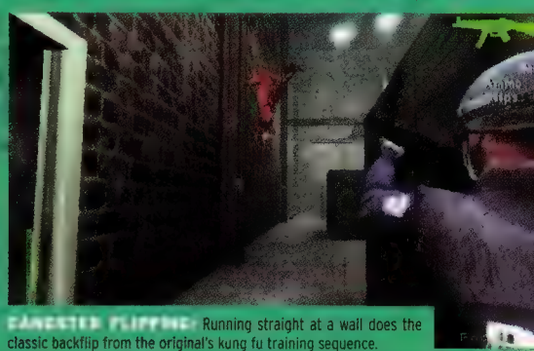
FOCUS FOCUS: The more you improve your concentration, the further you'll be able to sprint along the wall before flipping off.



SWAT IS LOVE: Police special ops teams work efficiently to surround you - but they still can't match your silky gun-twirling skills.

INSIGHT

- As Neo's being chased by Agents, a TV shows Number Two from The Prisoner.
- The rooftop that Trinity runs along at the start is the same one that John Murdoch ran across in Dark City.



GANGSTER FLIPPING: Running straight at a wall does the classic backflip from the original's kung fu training sequence.

▶ the end of the first movie, freed his mind, when he could stop bullets and fly. It's a key thing that the Wachowskis wanted to include – that you can improve in the game by freeing your mind." So there's the equivalent of a whole old-style text adventure embedded in the game, where you can chat to other characters.

Remember how *Metal Gear* played with the idea of being in a videogame? Expect more of that. "You're using real hacking techniques to get inside your PlayStation 2. You can get into your memory card and get your own bio and start changing yourself – downloading skills into yourself." We'll be learning all the kung fu our brains can handle, thanks.

TANK, I NEED AN EXIT...

What is *The Matrix*? Like the film, it's more than it seems to be – beyond the fighting and shooting and cool effects, there's something that's part of a larger whole, made by people who genuinely care about what they're doing. It's being produced by a team who concentrate on the little things – like making the characters casually duck under low ceilings – as much as the huge explosions. It's a joy to control and adrenalizing to watch. Could it be the One? We're beginning to believe...

The Matrix will be released on the same day as the film – likely to be mid-May in the UK.

HANDS-ON VERDICT

Funny, isn't it? It doesn't matter how many times it's diluted and cheapened by Scary Movie or *Sega Soccer Slam*, you never really get tired of seeing proper, well-executed bullet time in full flow. The focus meter's a touch that genuinely lets you feel like you're Carrie-Ann in that groundbreaking opening sequence – harder than everyone else in the whole world and loving it. The kung fu is simply handled, but adds brilliantly to the feel of the game, allowing you to effortlessly kick off with entire squads of cops. The only thing we're waiting to see now is how battling with the Agents, the flying and the driving work.

You'll love it because...
You once put your back out when you were pretending to dodge bullets.

You'll hate it because...
You wanted to be The One. Or Trinity. Or Morpheus.

ORIGINALITY.....
HANDLING.....
PRESENTATION.....

ENTER MATRIX

INFO
- **DEVELOPER** Shiny Entertainment
- **PUBLISHER**
- **GAME TYPE** Action Adventure

ANTICIPATED FEATURES
- More than 20 guns.
- Two playable characters.
- Driving, flying and hacking sections.

WHERE IT'S AT...
- On course – the first look for everyone else takes place at the end of this month, when the entire game should be in place. Warner Bros will not let this one slip.

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

"THE FIRST TIME YOU SEE AN AGENT YOU'LL BE LYING ON YOUR BACK ON THE GROUND WITH A GUN IN YOUR FACE"

DAVE PERRY

During the '80s, Dave Perry was writing books about games and programming titles like the Amstrad's highly acclaimed *Pyjamarama*. His last film licence was Aladdin on the Mega Drive. Now he's the head of Shiny Entertainment, sits on the board of the Games Developers Conference – and at a whopping 6'6" in height, he's nearly a foot taller than Hideo Kojima. He's also the driving force behind the 60-strong team working on *The Matrix*. PSM2 hired a pair of stilts and cornered him for a chat.

You're famous for not going into things half-arsed. How much preparation and storyboarding did you do before you actually started working on the game?
I got to the point where I had everything worked out from the start to the finish – knowing what every character would say, and where they'd go. The deal got done for this game in February 2001, but I already knew we were going to get the deal, so I'd been working on it beforehand. I was asked to do the first Matrix -- they showed me the storyboards for the first one and I said no – which I think was the worst mistake of my career. When I watched the movie I thought, "What the hell have I done?" Then they rang and asked if I'd seen it, and I said "Yeah, it kicks ass". So they wanted us to do this game.

"WHEN YOU PLAY, YOU HAVE TO BE AGGRESSIVE – IF YOU WAIT THEY'LL HAVE MORE TIME TO SURROUND YOU"

How's it been working with film types?
The videogame industry has a lot to learn from Hollywood – they plan *everything*, and they have a person for everything. Also, we've got two hours of in-game movie done with motion-capture of the live action. The actors had signed contracts to work on the game, but they didn't know what they were signing up for. We handed them small books of scripts. The Wachowskis set up 32 motion-capture cameras – we have more motion-capture data than anyone has ever done. Videogames also need a lot more music than the movies, but we're going to the same composers. It'll be the same orchestral score all the way.

Did you start from scratch on the driving engine?
Yeah. I'm not looking to simulate real life – ultimately, you're driving really fast, and in real physics everything goes wrong with that, because when you hit a kerb your wheels leave the ground, which takes your control away for a second. And that's no good, because you need that control, so you soften the springs and the car rolls all the time. It's a game and not a physics demo. It's great, it looks cool. I want it to be more like videos on the Internet of people trying to drive through Stockholm breaking records in a Cosworth or something. It's completely illegal and that's the feeling I want – the wind noise is horrific, people are practically trying to kill themselves.

Can you explain how the hacking system's going to work?
The hacking opens up based on what you do in the game. It links to the real world, so you can come out of the game and look at websites and solve puzzles and then go back in. The aim's to download things into your character. We hired a hacking guy and he's making the system.

How does the AI work? We noticed that the SWAT team were working in patterns...
This is what we've got from the films – it's great, because they've created this world where there're characters who're super-tough. So you've got a super high-end character like an Agent, right down to security guards which are like crash test dummies for you. It scares the living daylights out of them when they see you turn it on. SWAT start to get more aggressive. We have an overhead view – you can see the SWAT team work together -- they realise where they're covered, so they'll go in different directions and pin you down. The theory is that when you play, you have to be aggressive – if you wait around they'll have more time to surround you.

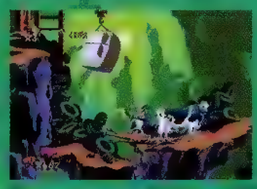
So how tough will the Agents be?
An Agent will kill himself to kill you – like in the film where he's holding Neo in front of the train. The rules of the Matrix are if you do an illegal activity or something that's strange, and somebody sees it, an agent can possess them. The bad news is, that means if you're in a room full of people, it's better that you kill them all. I specifically made sure that the first time you see an Agent you'll be lying on your back on the ground with a gun in your face. We did that just to remind you how tough they are. We give you a chance to get away, but then you're on your own.

And finally, we have to ask – how bothered are you about the fact that hundreds of other games have already done bullet time now?
Good question – it was very annoying, but that shows how cool an effect it is. The question on everyone's lips is, what are the Wachowskis going to do next? Do you think they're just going to do bullet time? Also, what you have to notice is that a lot of people do the effect really badly – they just have the camera on a flat plane, and it's ugly to watch. The Wachowskis do new stuff that's incredibly cool, and we're trying to match that in the game. I'm completely confident that they have what it takes to pull it off in the new film – we just have to match that.

SHINY HAPPY PEOPLE

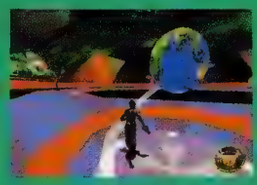
To date, Perry's company has only produced six games – but they've included some of the most memorable gaming moments in the past ten years. Remember Bob the Goldfish? You will...

EARTHWORM JIM
Early platforming mould-breaker, which introduced characters like Professor Monkey-For-A-Head and Evil the Cat. It included a cow-catapulting moment that ranks as probably one of the funniest in gaming history.



EARTHWORM JIM 2
The only game ever to involve disguising yourself as a mealworm. Utter genius.

M.D.K.
Sniping-based shooter with a janitor taking on the lead role.



WILD 9
An upsettingly average 2.5D platformer that didn't really add anything to the hopping-about genre. Shame.

RC STUNT COPTER
Hmm. A dark time for Shiny.

MESSIAH
As game pitches go, 'Defenceless cherub baby possesses people and makes them shoot each other' ranks somewhere among the greats. We like *Messiah*.

SACRIFICE
Wizard-based RTS with loads of spells – and an early example of the millions-of-things-on-screen game type. A bit on the complicated side, but still fun.

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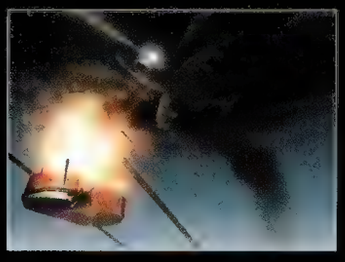
SAVE THE WORLD. GO.



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OUR FLOPPY GOBLETS RUNNETH OVER AS CHRISTMAS BRINGS QUALITY ON DRAUGHT.

JONNIE

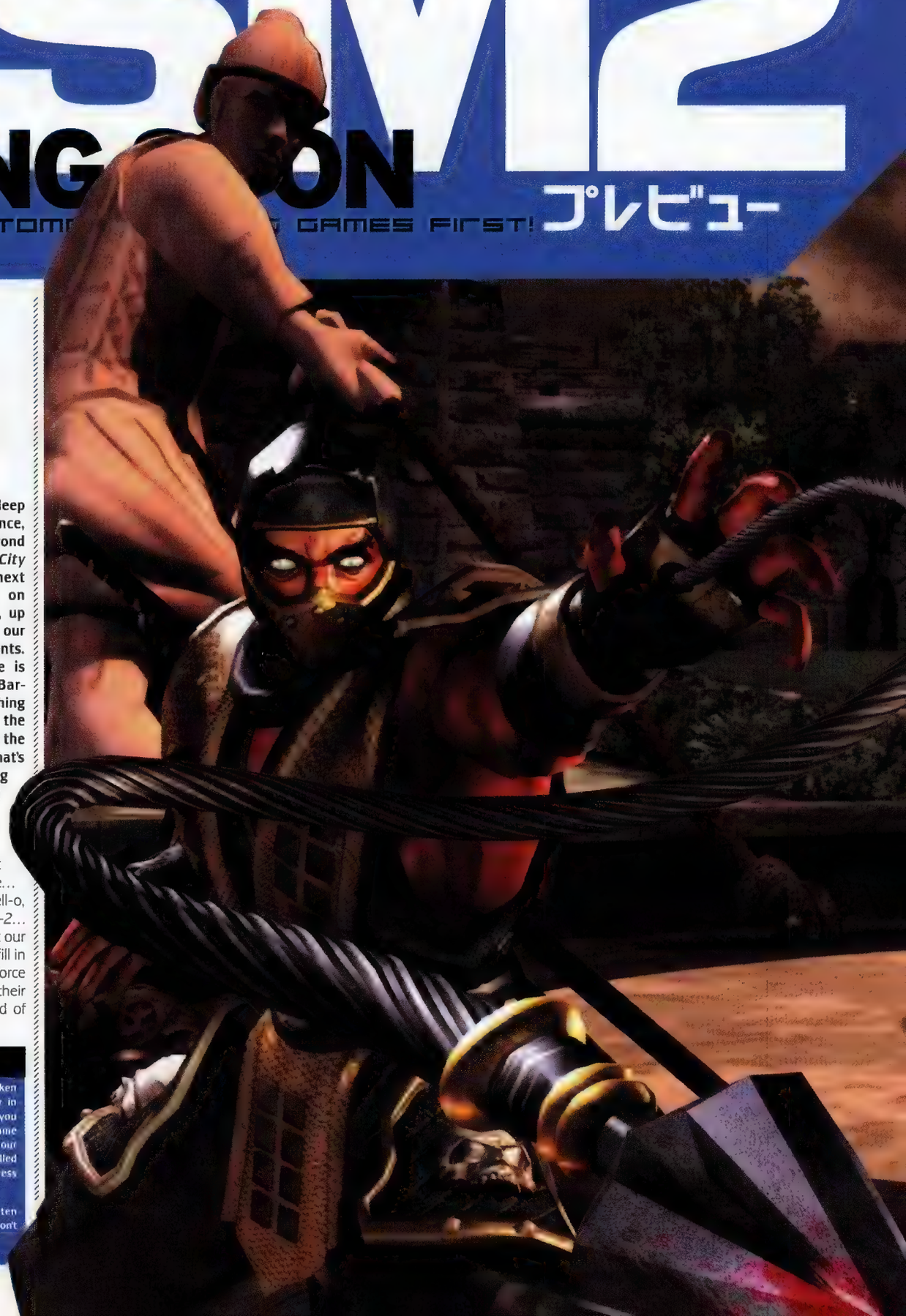
When you're thigh deep in seasonal excellence, it's hard to look beyond the next *Vice City* takedown, or the next monkey challenge on *TimeSplitters 2*. But, up here in previews, it's our job to be malcontents. While everyone else is having a Wham Bar-styled chew on *Ratchet & Clank*, we're mooching about with a distant look in our eyes. Feet in the here and now, brain stuck in two months up the schedule. Why? So we can figure out what's worth your – and our – effort in the coming months. Which is why we're already working overtime on next issue's 2003 blowout.

Yes people, it's time again for us to come up with educated predictions on what the new year will hold for PS2 owners. Here's just a few highlights to moisten your appetite... *Indiana Jones* oohoo, *MGS Substance* hell-o, *Enter the Matrix* phwoah, *Final Fantasy 10-2*... too much already. And that's all before we cast our nets wide and trawl for the best of the rest to fill in the corners. Remember, don't think gale force winds and reindeer with icicles hanging off their satsumas, think shiny discs glinting in a field of nodding bluebells. Priddy... **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.



EXPECTED UK FEBRUARY 2003

MORTAL KOMBAT: DEADLY ALLIANCE

Who needs anger management? Just give in to the urge and feed your pad to the cocky fircker sitting next to you.

SLIDING about in pools of vomit and blood trying to stove someone's skull in with a lump of sharpened steel. A typical Friday night down an inner city boozer? Yes. And your average case of assault and battery *MK*-style.

Over the past few years we've been forced to endure shocking versions on PSone, while a run of excellent *Tekkens* hogged the limelight. Now, here in the material world of the 21st century, the question is, have code legends Ed Boon and John Tobias done the necessary to bring the legacy up to date for PS2?

Answer? Yes.

We're loving this. Not only because it's managed to resurrect all the joy we once had for the game, but because it's dropped all the two-player horror of the original back in our laps. Forget your oh-so-clever counters – although there are reversals for some characters – and stitch tedious ringouts with a barbed wire thread.

"HAVE CODE LEGENDS ED BOON AND JOHN TOBIAS DONE THE NECESSARY TO BRING THE LEGACY UP TO DATE?"

STILL SLAUGHTERS RUN DEEP

1

KISS AND HELL:

BACK KNACKER:

MIND'S A PINT:

SPECIAL FRIED VICE

2 No point dicking about with the two button combos if you want to win. No, the only path to an early victory is to perfect those specials, and learn how to defend against them, as soon as you can.

RUBBER BRAND: A quick combo followed by a Hellfire, and Johnny Cage is down to half health.

WALKING HEADS: Quan Chi's skull fireball burrows into its victim while pushing them back.

LAUGH OUT CLOUD: Snow and rain's about all you get weather-wise, but they're both done well.

KEN DO: The bamboo strength test is more a case of bemani-style, button bashing endurance.

STICK TO THE STOMACH: Here's that gut stab we mentioned. Once it's in, the life just keeps draining away.

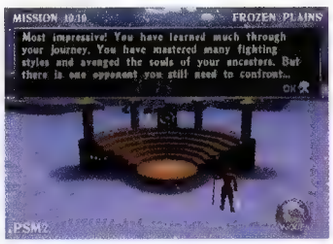
BRUISE LINER: Facial damage increases the longer the bout lasts. She'll need some heavy foundation to cover that lot.

This one's all about learning complex combos and then humiliating your opponent before a jeering audience.

We've all been there before. Frozen by Sub Zero, harpooned by Scorpion, and thrown into a pit of enfeebled despair. It's gutting. Thing is, as soon as you become 'giver' rather than 'receiver', the elation of pulling off a perfect combo followed by a precision fatality is still the best payout a beat-em-up can give. Plus, even when you accept this balance to gameplay as a given considering the coders involved, there's still a surfeit of goodness to uncover.

"IF YOU WANT ANY OLD LICENCE RESURRECTED, MIDWAY ARE THE ONLY FOLKS TO DO IT JUSTICE"

PSM2 FIRST PLAY


MISSION 10/10
FROZEN PLAINS
Most impressive! You have learned much through your journey. You have mastered many fighting styles and avenged the souls of your ancestors. But there is one opponent you still need to confront...
OK

WALK SHOW: In Konquest, your fighter wanders between missions Tripitaka style.

First up has to be the fluid mechanics that have turned the game's gore from a pixellated novelty fountain to the floor of an A&E ward after a multiple pile-up. Blood splatters everywhere whenever you land a decent blow, and, the glorious touch is, it's now directly linked to the health of your fighter. There's even one move where you can leave a weapon sticking out of an opponent while you switch to a different stance, keep your distance and watch as they slowly bleed to death. Grim – and yet in Versus, a guilty pleasure.

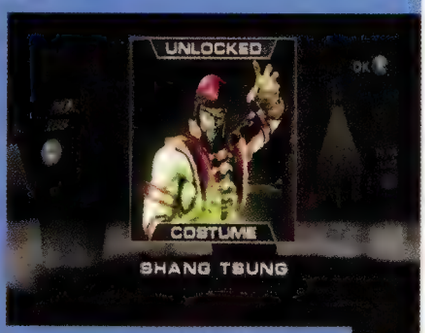
While we're on the subject of weapons and stances, let's have a squiz at how brilliantly these two factors come together during a bout. By now you should know that characters each have three different stances; two hand-to-hand and one weapon. Clever thing is if you opt for the heavier damage that blades cause, you'll also leave yourself vulnerable. Any hit landed against you while holding a weapon chomps a bigger lump out of your health bar. Not only that, but the really juicy combos – the one's that'll have casual watchers squirting tea in amazement – only arrive if you're skilled enough to switch stances mid flow. Tricky stuff but, again, massively rewarding.

Another fresh feature is the Konquest mode. On the one hand this acts like a challenge-based tutorial while on the other it's a clever way of earning piles of the game's cash – predictably called Koins – which can be used to unlock new characters and combos. You can also earn readies by working your way through Arcade mode, but Konquest is the best place to pick up funds fast. Then, once you've got enough, it's off down the Krypt. Which is where our only real gripe with the code crops up.

UP-CHUCK NORRIS: A new addition to the line-up is the puking drunken master Bo Rai Cho.

PAY AS YOU GROW

3



KITTY SPLITTER:

CLOTH CRAP:

WAILS FROM THE KRYPT: There's no indication of where the hidden characters are.

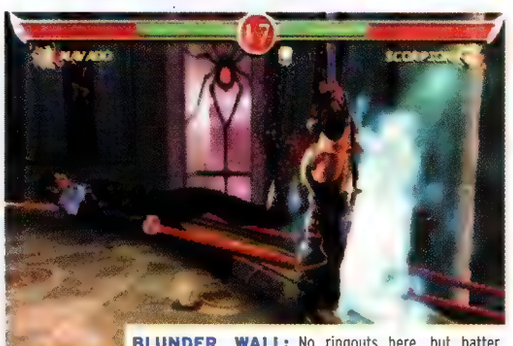
Imagine a huge room filled with coffins, sorry *Koffins*, each of which holds anything from a bit of concept art up to new arenas and characters. Problem is, there's no guarantee what you'll receive. So while the high price on a Koffin might be a good indicator of something special, going for the right one first is too much of a hit and miss affair. But that's not enough to overly dent our affections.

As far as our early opinions go, we can't see what any other beat-em-up can bring to the table in the future. Sure, *Soul Calibur* will concentrate on weapons, but *Deadly Alliance* is already showing off ample skill in this department. It's got the moves, it's got the appeal of total gore, it's got the most brutal and yet humourous two-player yet... Which all adds fuel to our conviction that if you want any old licence resurrected, Midway are the only folks to do it justice. PSM2

We're off to NYC next issue to bring you an exclusive report on the US launch of the game.

RAIDEN VOYAGE: Throughout the Konquest missions you get glimpses of some of the nine hidden areas.

DVD ACTION
Disc 29 was our last visitation to *Kombat*, but 31 will have hands-on fatalities plus the full history of the series!



BLUNDER WALL: No ringouts here, but batter opponents up against the sides and you'll double the damage.

RAIDING PLACES

4

As we've already mentioned elsewhere you start the game with ten of the arenas unlocked which are (deep breath): Acid Bath, Wu Shi Academy, Drum Arena, Quan Chi's Fortress, Lin Kuei Temple, Kuatan Palace, Lost Tomb, Portal, Lung Hai Temple and Shang Tsung's Palace. Some are just there for the looks, while others have an interactive element to them.

SPRAY WHAT? Get close to the statues in the Acid Bath arena and they'll gob horror all over you.

ROLL WITH HIT: The arena selection screen sees the world tumble towards you as you move from level to level.

CHILLING ME SOFTLY: You have the ability to smack the ice stalagmites of the Lin Kuei Temple into an opponent, which will cause greater damage.

HANDS-ON VERDICT

5

Hate it. Love it. Hate it. Love it... Up and down our opinion pumps, with every victory eliciting shit-eating grins at the misery of others, while every defeat makes us want to kill. It's a messy rollercoaster of emotion and there are times when you physically *have* to walk away. But – once the funk has passed – you head back, learn something new, pound a few of those that jeered earlier and redress the unbalanced karma. And when you finally understand a chosen fighter completely, when stance-switching combos come naturally to your fingers, the feeling of control is electrifying.

You'll love it because...
It appeals to your baser and higher instincts simultaneously.

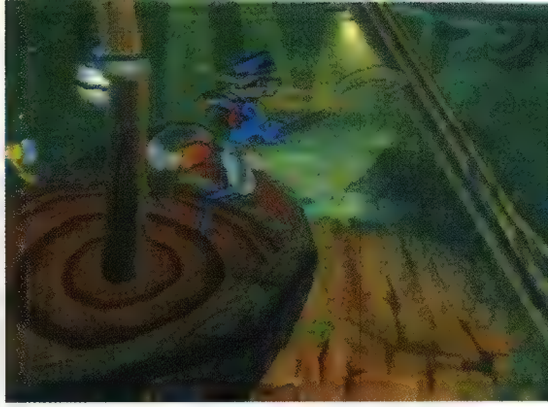
You'll hate it because...
You're of the opinion that the beat-em-up has had its day.

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...



ALL HOOK UP: Sly Cooper's burglarising cane will have become a trusted friend by the end of the game.

CRABS WINDSOR: One minigame sees you blasting crustaceans before they escape.

EXPECTED UK JANUARY 2003

SLY COOPER AND THE THIEVIUS RACCOONUS

Keep an eye on your wallet with this one about – it'll be forty notes lighter before you know it.

APART from sporting the worst name in videogames since *Gilbert Goodmate and the Mushroom of Phungoria* (a PC title, natch), the first PS2 game from Sucker Punch is shaping up a worthy platform contender. As the title suggests, this comic-book caper stars Sly Cooper, a shifty tea-leaf (who only steals from ne'er-do-wells) who's trying to recover a tome known as the Thievius Raccoonus that's been shredded over five different worlds with seven levels on each.

Rather than playing this as a straight platformer, Sucker Punch have opted for a more tactical approach. Each level is a minefield of traps, searchlights, alarms and enemies, forcing you to play far more tactically than just bounding from platform to platform. The result is a game that feels like *Jak & Daxter* but with shades of *Metal Gear Solid 2*.

DVD ACTION
Expect to see a hands-on review of *Sly Cooper* and his impossibly silly game-name on our disc with issue 31.

The final level in each world is home to a boss character and, upon defeating him, Sly acquires sneaky new moves. In addition to recovering pages from the Thievius Raccoonus, a secondary objective offers you the chance to sniff out bottled clues on each level. Find them all and you get the combination to a safe. Locate the safe and you'll be treated to some extra special moves or an additional piece of the story. **PSM2**

Sly is sneaking out in January.

"SLICK ANIMATIONS MAKE THIS FEEL MORE LIKE AN INTERACTIVE CARTOON THAN A VIDEOGAME"

PSM2 FIRST PLAY

The first thing that hits you about *Sly Cooper* is its stylised visuals. Excellent use of lighting and colour, plus some slick animations make this feel more like an interactive cartoon than a videogame. Sly Cooper moves around superbly and can perform lots of moves, from swinging and crawling, to more 'thief-like' techniques such as sneaking along walls and turning partially invisible.

LEATHERMAN FOR LOSERS

1 **This is one thief that doesn't need a multi-tool to pick his way through the game – Sly Cooper relies on his trusty cane instead. Not only can this many-faceted item be used to beat on the bad guys, but it's also essential for swinging from hooks, sliding down cables and disabling alarm systems.**

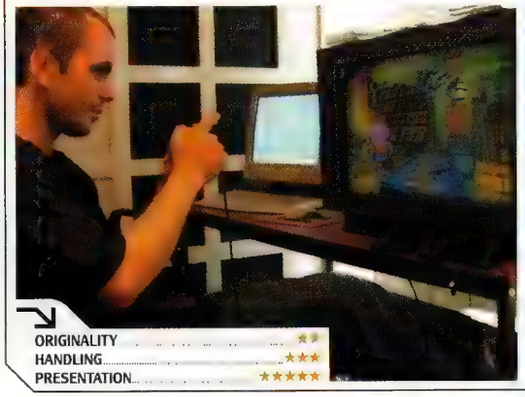
HANDS-ON VERDICT

2 **Our main concern with *Sly Cooper* is its shelf-life. We flew through the first couple of worlds very easily, with little need for any real exploration. Enemies can be dispatched with a single blow, while a trail of icons shows exactly which way to go. Hardly challenging stuff – let's hope the difficulty level soars towards the end of the game.**

On a more technical level, the framerate drops far too often, but not when you'd expect – for instance, not when there's loads of enemies on screen, but rather when the camera pulls out to reveal more scenery. The camera can also spend a lot of time getting stuck behind walls and other obstacles. Fingers crossed, these issues will get sorted out and won't hamper what is otherwise a beautiful looking game.

You'll love it because...
This beautiful title is one of the finest looking PS2 games yet.

You'll hate it because...
It's just another cute, cuddly platformer? Give us a frikkin' break please.



ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★★

SLY RACCOON

INFO
DEVELOPER
PUBLISHER
GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

DEVASTATION ON PLAYSTATION! HARD KNOCKS ON YOUR XBOX!

PYJAMA CLAD PSYCHOPATH

(THE HARDEST SHAOLIN MASTER TO EVER DON A HEADBAND. HE'S HARD AS NAILS. FROM THE WHITE CORNER IIIIIIIT'S RYU)

VS.

MUTTON-CHOPPED SLICER AND DICER

(AN ADAMANTIUM ENDOSKELETON AND NO SENSE OF HUMOUR. WON LAST 7 FIGHTS BY DECAPITATION. A.K.A. WOLVERINE)

SEXY NINJA VIXEN

(SHE'S SWEET. SHE'S CUTE. SHE'S HERE TO CAUSE TROUBLE... COMING STRAIGHT OUTTA CHINA IIIIIIIIIIIIIIIIIT'S CHUN LI)

VS.

LYCRA CLAD WEBSLINGER

(WALL SCALING HIGH FLIER WITH A MUTANT ATTITUDE. HE'LL WRAP YOU, TRAP YOU, THEN SLAP YOU. HEEE'S SPIDER-MAN™)

MARVEL VS. CAPCOM 2

AWOL SQUADDIE IN A STROP

(ON POINT AND IN FULL EFFECT. THIS MEAN MARINE IS READY FOR COMBAT. STEP UP AND SALUTE THE JUNGLE COMBAT SPECIALIST A.K.A. GUILE)

VS.

MOODY MAN MOUNTAIN

(WEIGHING IN AT 'DAMN-I-JUST-BROKE-THE-SCALES', IT'S THAT MEAN GREEN WAR MACHINE AFFECTIONATELY KNOWN AS THE INCREDIBLE HULK)

& OTHER GREAT FIGHTS. 56 PLAYABLE FIGHTERS. 3-ON-3 TAG TEAM ACTION. MULTIPLE COMBAT MODES. PERFECT.

PlayStation.2 XBOX CAPCOM MARVEL

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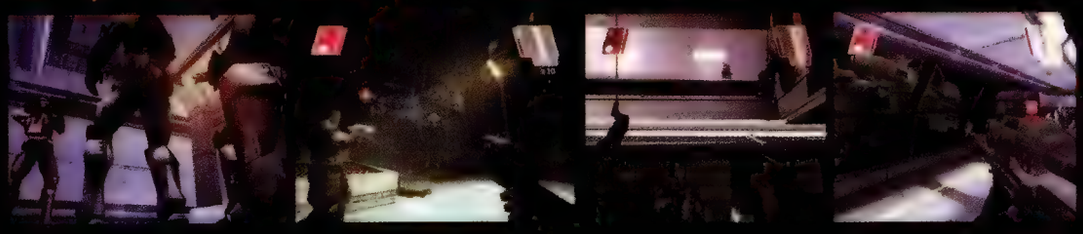
RED★FACTION II™



FEATURING REVOLUTIONARY GEO MOD TECHNOLOGY AND THE FINEST BALANCE OF GAMEPLAY FIREPOWER AND PLOT EVER SEEN ON A CONSOLE. RED FACTION IS SET TO REDEFINE PLAYSTATION GAMING FOR GOOD.

9/10 PSW

"...even tops Time Splitters 2"

9.2/10 IGN.COM

LIBERATE YOUR PS2

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THQ

EXPECTED UK 6TH DECEMBER

DEFENDER

We come in peace... Yeah? Now you'll come in pieces, you alien squid marks.

NOSTALGIA trips are always a disappointment. You pack your bag, head off down memory lane only to end up in a rainy dead end with your recollections spiralling down the nearest storm drain. No more so than with videogames that tend to date quicker than a footballer's barnet. Which is why we're usually cautious about any remake until we hear that Midway are involved with the project. *Spyhunter* first, a homage rather than a cynical cash-cow, and now *Defender* also making all the right shapes in our games room. From the jittery swarm mechanics of the aliens to the return of the hyperspace relocate as a special, this is a well thought out tribute to the original arcade cabinet.

PSM2 FIRST PLAY

Everything's in there, everything's still as intense as we remember it, but it's all received a timely twist to catch the eye of the 21st century gamer. Take colonists. You've still got to rescue them from alien clutches but, delay too long, and they'll mutate into yet another enemy fighter. Plus, you now get ground units that you can pick up and place to aid in the defence of bases. It may not be a huge leap in tactical thinking, but it really does offer something above and beyond the usual shoot-em-up staples.

In fact, the only place where we've found some of that traditional tediousness seeping between the button blurs came with a mission structure that rarely strays from the old 'escort this, protect that, shoot anything else' formula. But, in a game where everything's simultaneously fresh and yet at the same time very familiar, you can almost forgive the lack of invention, especially when the fireworks are this spectacular. PSM2

Sweeping low and picking up our stranded review crew next issue.

"IT REALLY DOES OFFER SOMETHING ABOVE AND BEYOND THE USUAL SHOOT-EM-UP STAPLES"

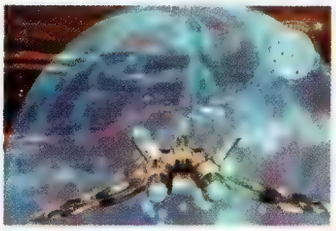
DVD ACTION

We're between two lumps of *Defender*... Disc 29 had the intro movie and next month we've got in-game footage.

DEFENDER

"TRIBUTE TO THE ARCADE CABINET"

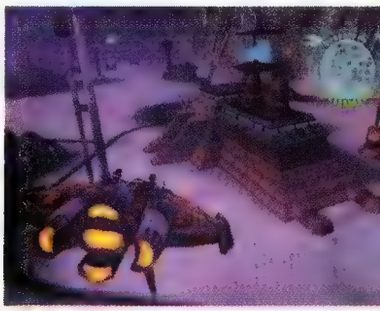
SQUIDS IN: Tricky new mutations of the Manti turn up with almost every mission.



CAPE SPHERE: The original Defender has shields as its special weapon. Bit dull really...

DEF BRIDGES

1 **The further you get in, the more you realise this is a crossover between an RTS and a traditional shoot-em-up. Which effectively lets you choose how to approach a mission. Utilise your ground forces, or take the enemy on face-to-tentacle? Smartness.**



SAVE TO LOVE: Rescued colonists = greater numbers of offensive units built by your factories.

HANDS-ON VERDICT

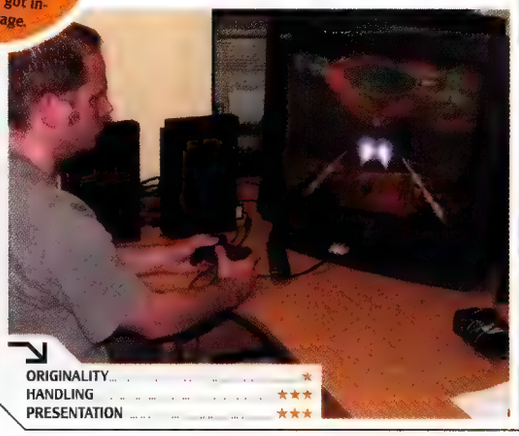
2 **The only thing we've really found hard to swallow with this one, is the fact that the environment isn't hazardous to your ship at all. Fly into a canyon wall and you'll bounce off in a jarring, obviously mechanical manner. It immediately breaks the illusion that you're piloting a spaceship but, once you enter the more open locations, it's a negative element that rarely makes itself felt. And, to be fair, you can understand why the developers have opted to do this. On a battlefield loaded with all manner of death threats, the last thing you need is the landscape rising up against you as well. Keep your eyes averted from these blotches and let the tactics and the constant gunplay weave its magic, though, and you'll find it hard to let this one go once you're involved.**

You'll love it because...

Dropship and *Starfighter* make you sweat with excitement.

You'll hate it because...

When you think aliens, you think ET – not Starship Troopers.



ORIGINALITY ★
HANDLING ★★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MARCH 2003

RAYMAN 3 HOODLUM HAVOC

The third outing for arguably the most pointless character in the gaming world. Fingers crossed...

PSM2 FIRST PLAY

IF WE SAID we were looking forward to this, we'd be lying. True, Rayman's never done anything wrong, at least not to us, but the fact remains – he's hardly set the world alight with his 'quirky' breed of platforming. Still, we're willing to give anyone a chance – even Rayman – and, so far, things aren't looking half bad.

Everything is as you'd expect from Ubi Soft's platformer. The intro, for example, is delightful, boasting the same stylised artwork that is prevalent throughout the entire adventure. Looks-wise, *Hoodlum Havoc* is difficult to fault. The environments are sizeable and solid, the textures are detailed, and the dynamic lighting effects are all suitably atmospheric. Furthermore, the many weird characters littered throughout the game are imaginative, well integrated and slickly animated, giving the game that accomplished cartoon feel that we've come to expect.

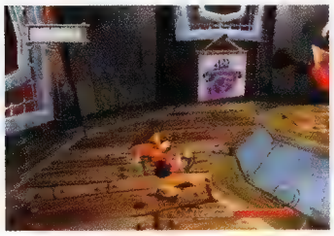
Guiding Rayman around his new world is much the same. Many of his familiar abilities – like the 'helicopter hair' and charged punch – remain, and are as intuitive as ever. But, pleasingly, Rayman also has an array of temporary special skills that he can call on to complete different tasks. Grappling chains for example, allow our hero to hoist himself to higher levels, while a spiky metal suit lets him smash tougher enemies into oblivion. All these new skills can be acquired by defeating the many Hoodlum types that roam the environment, and they vary in the length of time that you can use them for. It mightn't sound like a massive addition, but it does add a strategic element and also gives you the option of achieving your goals in different ways.

So things are looking up for the kneeless cretin. *Rayman* certainly has imagination in spades – at least as far as the presentation is concerned. Whether or not any of this rubs off on the design or the play experience remains to be seen... PSM2

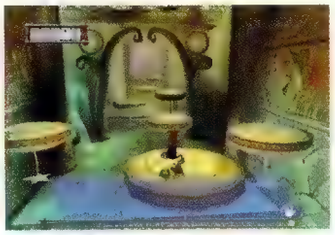
It's rotating into shops in March.

"RAYMAN'S HARDLY SET THE WORLD ALIGHT WITH HIS 'QUIRKY' BREED OF PLATFORMING"

DVD ACTION
Chuck our disc in your PS2 immediately – there's an exclusive hands-on preview of *Rayman 3* lurking there.



BITTER SKILL: Those of you familiar with the series will be glad to hear that all his old skills return.



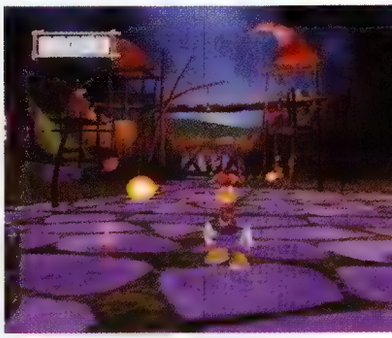
LEVELLED EDGES: With this one-dimensional plot, cutscenes are sensibly kept to a minimum.

LIMBS AND FELON AID

1 Here's one of Rayman's new abilities in action. By defeating the Hoodlum with a dollar sign over his head in the centre of the room, Rayman can take on his powers for a brief period of time.

ROCKET TO 'EM: Rayman can use his new ability to shoot rockets at different targets.

A GUIDE BY ME: Rayman can guide the rocket until it reaches the target that will open the door.



'ARMLESS: The lighting effects add to the atmosphere, even if Ray's gormless mug doesn't.

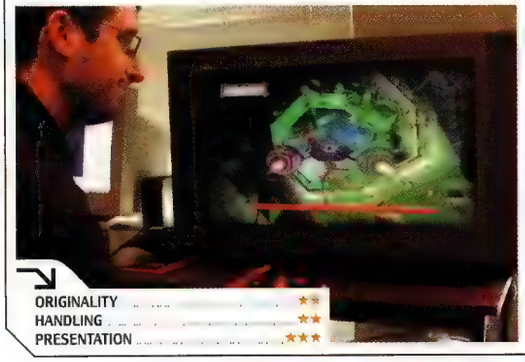
HANDS-ON VERDICT

2 So far so good. The version that we've spent the most time on is far from being complete, but early indications are that this is shaping up rather well. As we've said, visually it's very difficult to fault, but in terms of the actual play experience itself, we were a little dismayed to find the age-old hackneyed platforming action in full effect (helicopter hair put to great use when jumping across moving platforms over water... Sheesh), while some aspects of the game's mechanics, like the rather sluggish camera movement, still need some attention.

That said however, Ubi Soft are clearly making an effort. Rayman's many new abilities are great fun to use and they diversify the experience. The same can be said for the clutch of 'minigames' or bonus sections that pop up from time to time – offering some light relief from the 'normal' adventuring. Needless to say, then, *Hoodlum Havoc* looks set to be the best in the series so far... whatever that means...

You'll love it because...
Rayman's hair spins round!

You'll hate it because...
Rayman's hair spins round.



ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

INFO
DEVELOPER
PUBLISHER
GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

PlayStation 2

"An official product of the FIA Formula One World Championship, licensed by Formula One Administration Ltd."

90% OF ALL ACCIDENTS ARE CAUSED BY A LACK OF ATTENTION

Keep your eyes on the road. Drive first, celebrate later. At the wheel you must forget about wealth, fame and grid girls. Grand Prix Challenge calls upon your driving skills right from the very first metre. It's not about playing around in the pits but dominating on the track.

RACING

ATARI

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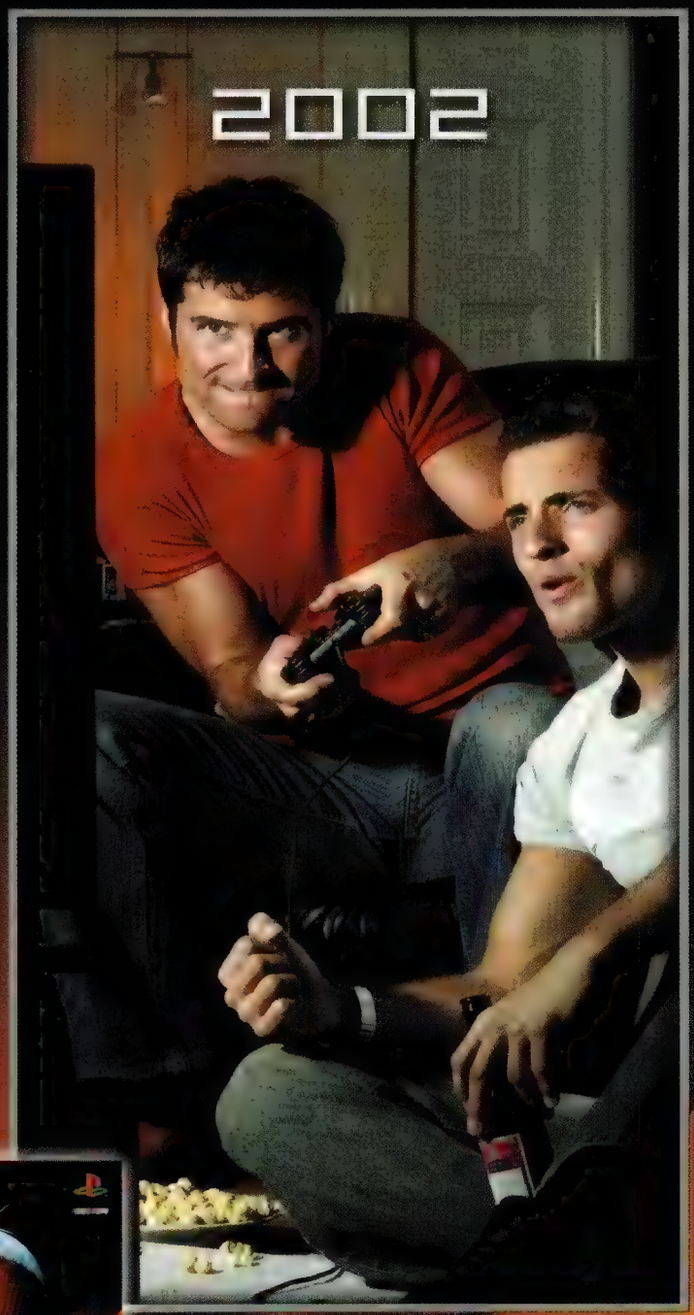
Formula 1

SOME THINGS NEVER CHANGE...



ACTUAL 1982 SCREENS

ACTUAL 2002 SCREENS

Save the human race from the onslaught of an alien invasion. Now the timeless action videogame returns and in full 3D, with non-stop space combat, strategic gameplay, special weapons and a ship designed to be an alien's worst nightmare. You are the last line of defence. You are the Defender™.

...DEFENDER HAS!

XBOX NINTENDO GAMECUBE PlayStation.2 GAME BOY ADVANCE™ www.defender.midway.com MIDWAY www.midway.com

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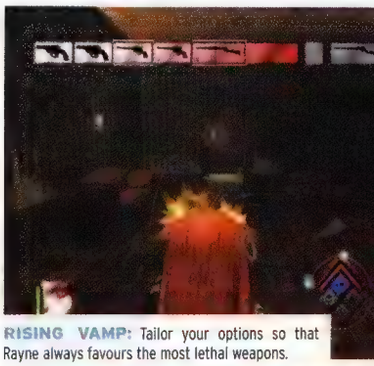
EXPECTED UK MARCH 2003



RISING VAMP: Tailor your options so that Rayne always favours the most lethal weapons.

RED BOOSTER: Max out your Bloodlust and you can enter a time-stretching kill frenzy.

NEW FANGLED

1 **Out with traditional transformations into bats and flowing capes, and in with high calibre death and acrobatics in a characteristically Blade-esque style. It's by combining the two that Rayne really leaves her mark on all around her...**

BLOODRAYNE

It's hell in a blood cell as agent Rayne struts her stilettoed stuff on the dancefloor macabre.

GIRLS. YES. **And? Girls with guns. OK, go on... Vampire girls with guns. That's more like it. Rubber clad vampire girls killing Nazis with guns and knives in a bespattered orgy of death. Yep, you're probably in with a chance, we reckon...**

PSM2 FIRST PLAY

You see, with Eidos already having two half decent vampire titles on the shelves, Majesco have been forced to gun their creative grey matter into overdrive to come up with a new twist to the blood letting. True, it may not be the biggest leap ever attempted, but seeing lady Rayne slink around in her latex catsuit is almost enough to push visions of Dante from our minds. Almost...

Actually, it'd be more accurate to say visions of Lucia, as Rayne also comes packing wrist blades, bounces about the scenery in a super human style and has a similar animated head of redness. In addition to this she can also pick up and utilise any weapon she finds, plus she packs a vicious harpoon gun for, er... feeding purposes. Fire this baby off and a chain launches out of it to pierce the nearest wandering blood bank. Once you've reeled them in, simply tap ◎ for a gruesome slice of teeth-to-neck resuscitation. Spin the right analogue stick at the same time and you can use your victim's body as a handy shield against incoming fire. It all adds up to a collection of dead neat moves that really does convey the whole hard-as-nails/undead thing convincingly. The only move we're having trouble with is launching Rayne on to telegraph wires. But, when you can flip into a slow-mo, ultra-death blood rage, early control issues soon pale into the pasty, alabaster background. **PSM2**

The release is still a way off, but it looks like it'll give both Kain and Raziel something to suck on.

"SEEING RAYNE SLINK AROUND IN HER CATSUIT IS ALMOST ENOUGH TO PUSH DANTE FROM OUR MINDS"

DVD ACTION
See the corpuscles squirt as we show off the game's bloodthirsty and violent intro movie on this month's DVD.

HANDS-ON VERDICT

2 **Feedback on the US PC version had this clocking in at around 10–15 hours play, which – when you consider it took us just a morning to complete all of the Louisiana environment – doesn't bode well. If you're looking for an extended action adventure experience, look elsewhere. Plus, there doesn't appear to be a great deal of distraction on the levels themselves. Some houses do contain hidden extras in the form of special weapons, but it's hardly a big enough spur to make you want to explore – especially when every piece of turf potentially holds another life draining encounter with evil.**

That said, if you're up for visceral, gothic, fire-and-forget slaughter, this should definitely sate your bloodlust.

You'll love it because...
You enjoyed both *Soul Reaver* and *Legacy of Kain*.

You'll hate it because...
There are games en route (*DMC2* for one) that plan to do this kind of stuff a hell of a lot more convincingly.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★

BLOODRAYNE

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES PSM2'S DESPERATE TO SEE RELEASED...

1 ENTER THE MATRIX

Chuck out your cutlery and eat with your fingers. It's the only way to really enjoy the licensed delicacies on pg26.

2 INDIANA JONES

Scaling the charts like Indy himself crawling up a freshly hacked rope bridge. Page 140 for more travel-stained class.

3 RESIDENT EVIL ONLINE

A new night trip round Raccoon City, only this time you get to hold hands with three other anti Umbrella activists.

4 MORTAL KOMBAT DEADLY ALLIANCE

Femme fatality? Come see what Sonya gets up to once she's beaten you senseless. Page 38 awaits...

5 THE GETAWAY

Turning itself round faster than the steering wheel of a hot Jag. Seems those delays were worthwhile after all.

6 MGS2 SUBSTANCE

VR missions by the tanker-load, and a whole new romp for Snake. But can Kojima really work his magic again?

7 DEVIL MAY CRY 2

Old Dentine opts for cool mint this month as his *Resident* stable partner rearranges the top of our charts.

8 FINAL FANTASY 10-2

Lush shots and news of Yuna's new adventure (pg22) have excited us despite the life debt *FF10* still owes us.

9 SILENT HILL 3

Fear has a new name – well, actually an old name with a '3' stuck on. Want more? Go see our DVD now.

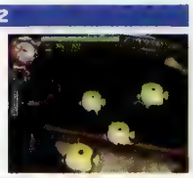
10 MIDNIGHT CLUB

New trailers and shots (on pg21) show that Rockstar are lining this up as *GTA* driving+. More in the next packed issue.

OUR LEAST WANTED

You can take your title and...

EVERBLUE 2



Capcom are releasing – *yes* – a sequel to the painful diving RPG in Japan. It won't be coming here. Will it?

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sim
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

JANUARY 2003

Animaniacs	Swing	P
Battle Bots	THQ	M

BATTLE ENGINE AQUILA

This, *Defender* and *Clone Wars* [illegible] the sci-fi combat zone. Check back next month to find out who we've tipped for victory.

Ecks Vs Sever	Bam!	AA
Enclave	Swing	AA
Everblue 2	Capcom	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Indiana Jones: Emperor's Tomb	Activision	AA
Ironstorm	Wanadoo	FPS
Metal Gear Solid: Substance	Konami	AA
Monopoly Party	Infogrames	Pz
Silent Hill 2: Director's Cut	Konami	AA
Silent Scope 3	Konami	Ar
Sly Cooper	Sony	P
Starsky and Hutch	Empire	AA

STAR WARS: BOUNTY HUNTER

Are the rumours of this being little more than a rocket-powered platformer true? Find out in our review next issue.

Star Wars: Clone Wars	Activision	AS
Sword of the Samurai	Ubi Soft	AA
Tiny Toon Adventures	Swing	P
Treasure Planet	Sony	P
Vexx	Acclaim	P

FEBRUARY 2003

13	Ubi Soft	FPS
Centre Court 2	Midas	Sp
Grappler	Midas	Bt
Jo Jo's Bizarre Adventure	Capcom	AA
Macken Shao	Midas	AA
Mark of Kri	Sony	AA
Mr Golf	Midas	Sp
Paris Dakar Rally 2	Acclaim	R

PRIMAL

Another for [illegible] girl movies now doing head-to-head with Lara in February. Question is, who'll come out as PSM2's girl on top?

Space Channel 5.2	Sony	B
Splinter Cell	Ubi Soft	AA
Tomb Raider: TAOD	Eidos	AA
World Championship Snooker	Codem'ters	Sp

MARCH 2003

BloodRayne	Vivendi	AA
Club Football	Codem'ters	Sp

CONTRA: SHATTERED SOLDIER

Hungry for ammo-heavy carnage? Then [illegible] import review on page [illegible] idea of what this packs.

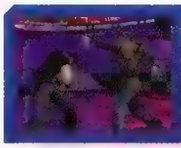
Devil May Cry 2	Capcom	AA
Lost, The	Ubi Soft	AA
MGS2 Substance	Konami	AA
Rayman 3: Hoodlum Havoc	Ubi Soft	P
Rolling	Rage	S
WWE Crush Hour	THQ	R
Zapper	Infogrames	P
ZOE2: The Second Runner	Konami	M

APRIL 2003

Black and White	tbc	AS
Dragon's Lair 3D	THQ	AA

LATE 2003

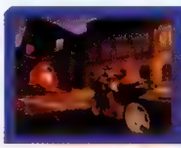
Akira Psycho Ball	Infogrames	Ar
Alter Echo	THQ	AA
Bruce Lee	Vivendi	Bt
Dark Chronicle	Sony	RPG



DEAD TO RIGHTS

On and off for a European release more times than a flip-flop. So, for now, you'll have to make do with the import review in our next edition.

Die Hard Vendetta	Vivendi	FPS
Doctor Muto	Midway	P
Dredd Vs Death	Vivendi	AA
Driver 3	Infogrames	R
Evil Dead: Fistful of Boomstick	THQ	AA
Final Fantasy 10.2	tbc	RPG
Finding Nemo	THQ	AA
Four Horsemen of the Apocalypse	3DO	AA
Freaky Flyers	Midway	FS
Freedom: Battle For Liberty Island	EA	FPS
Futurama	SCi	AA
Ghostmaster	Empire	AA
Gladius	Activision	RPG
Gran Turismo 4: Online	Sony	R
Hulk, The	Vivendi	AA
Indy Racing League	Codem'ters	R
Jurassic Park: Project Genesis	Vivendi	AS
Lamborghini	Rage	R
Mercedes-Benz World Racing	TDK	R



MIDNIGHT CLUB 2

Cars, and now bikes too. Not only that, but the recoded AI is promising some of the most competitive one-player racers ever. Bring it on.

Mission Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	tbc	AA
Pac Man World 2	Sony	P
Pride FC	THQ	Bt
Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS
RTX Red Rock	Activision	AA

SHINOBI

Pipped out of our top ten by post Christmas class, but still impressing us with its killer combo of action, exploration and ninja-laced weirdness.

Silent Hill 3	Konami	AA
Sims, The	EA	Str
SOCOM: US Navy Seals	Sony	AA
Soul Calibur 2	Sony	Bt
Suikoden 3	Konami	RPG
Tak: The Power of Juju	THQ	AA
Team SAS	Rage	AS
Tenchu 3	Activision	AA
Tom Clancy's Raven Shield	Ubi Soft	AS
War of the Monsters	Sony	Bt
Warhammer 40,000	THQ	Str
Xenosaga	Sony	RPG
X-Men: Wolverine's Revenge	Activision	AA
Zone of the Enders 2	Konami	P

TO BE CONFIRMED...

A10 Warthog	tbc	P
Aliens Colonial Marines	EA	FPS
Ape Escape 2	Sony	P
Armored Core 3	tbc	M
Ben Hur	Vivendi	R
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Hidden Dragon	Sony	AA

CLOCK TOWER 3

Capcom cross swords with Capcom as the survival-horror series sees schoolgirl Alyssa going up against the chainsaw-wielding man. Snickety snick.

Butterfly Table Tennis	tbc	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Charlie's Angels	Ubi Soft	AA
Coaster Works 2	Xicat	Str
Crank The Weasel	Midway	P
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Curse: The Eye of Isis	Wanadoo	AA

CUBIX SHOWDOWN

3DO attempt to resurrect their fortunes by launching kids' versions of popular franchises. All chances are the visuals of this interactive cartoon will be a patch on those of the series.

FINAL FANTASY 10-2

SQUARE

Still as beautiful as ever, but with the added appeal of some rubber-spined acrobatics and a fistful of Dante-inspired guns. Once again Square, the masters of misdirection, keep us all guessing.

Cy Girls	Konami	AA
Dance Dance Revolution	tbc	B
Daredevil	THQ	AA
Delta Force	Nova Logic	FPS
Dinotopia	TDK	AA

DARK ANGEL

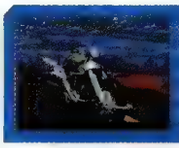
Slip your brain into a new mind-pad this month for a first look at just what this game of the TV series entails. PSI powers... genetic troopers... V. promising.

Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons	Infogrames	AA
Engalus	tbc	AA
Enter the Matrix	Infogrames	AA
Everquest	Sony	RPG

FINAL FANTASY 12

All we know is that it's [illegible] Square's [illegible] Ivalice universe, [illegible] special [illegible] and is scheduled for a 2003 Japanese launch.

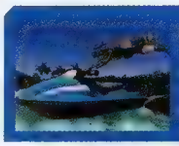
F1 Racing Championship	Ubi Soft	R
Face Off	Cryo	AA
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Freestyle: Metal X	Midway	Sp



FULL THROTTLE 2

Ben and the Polecats are back in [illegible] the demise of Hog Farm [illegible] hard-hitting graphics with this [illegible] whiff of *Herdy Gerdy* about it.

Fugitive Hunter	Infogrames	AA
Galidor	tbc	AA
Gremlins	LSP	P
GT Racing	Midas	R
H_2Overdrive	Ubi Soft	R
Harvest Moon: Save the Homeland	tbc	RPG
Heaven and Hell	tbc	Sm
Hot Wheels	THQ	R
Inquisition	Wanadoo	AA
Inspector Gadget	LSP	P
Isle of Man TT	tbc	R



JET X20

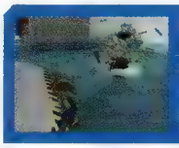
Sony's jet ski [illegible] Wipeout to conquer the water, [illegible] system as being decent.

Jacked	3DO	AA
K-Project	Sony	AA
Kengo 2: Bushido Master	Ubi Soft	AA
Malice	Vivendi	P
MLB Slugfest	Midway	Bt
Monster Jam	Ubi Soft	R
Monster Rancher 3	tbs	AS
Moto GP3	Sony	R
Moto XXX	tbc	R
Myst 3	Ubi Soft	Pz
NASCAR Thunder	EA	R
New World Order Project	tbc	AA
Nickelodeon Party Blast	Infogrames	Pz
Okage: Shadow King	Sony	RPG

OUTCAST 2: THE LOST PARADISE

Not looking healthy for a [illegible]03 release but, at least, the [illegible] base of Appeals sprawling [illegible]-fi world is keeping the faith.

One Must Fall: Battlegrounds	tbc	Bt
PaRappa the Rapper 3	Sony	B
Pillage	tbc	AS
Pro Beach Soccer	Wanadoo	S
Risk	Infogrames	Pz



ROCKET POWER BEACH BANDITS

Another 'woof TV [illegible] sees wheelie-[illegible] one of your [illegible] brats in search of their missing beaches.

Robin Hood: Defender of the Crown	tbc	AA
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P

RYGAR

News of the [illegible] Askaman [illegible] years [illegible] Stella Nova [illegible] we could [illegible] looking [illegible] friendly version of *Maximo*.

Shining Lore	tbc	RPG
Shoot to Kill	Codemasters	FPS
Sim City 4	tbc	S
Smash Cars Racing	tbc	R
Smuggler's Run 3	Take 2	R

SOUND OF THUNDER

Continuing the trend of [illegible] games based upon [illegible] released [illegible] Bam! [illegible] us a [illegible] where dinosaurs live among us.

Snowboard Heaven	Capcom	Sp
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Stung	tbc	AA
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	tbc	Pz
SWAT: Urban Justice	Vivendi	AS
Syberia	Vivendi	AA
Tales of Destiny 2	tbc	RPG
Terminator 3	Infogrames	AA
Templar	TDK	AA
Tennis Master Series	Vivendi	S
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Tribes 2: Aerial Assault	Vivendi	AA
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Infogrames	Pz
Whirl Tour	Vivendi	P
White Fear	Vivendi	AA
Wild Arms 3	tbc	RPG
Wizardry	Ubi Soft	RPG
World Sports Car	Empire	R
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
020 8200 5777
www.argonaut.com

BAM!
020 7385 1357
www.bam4fun.com

CAPCOM EUROSOFT
020 8846 2550
www.capcom.com

CODEMASTERS
020 437 6100
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
020 8222 9700
www.infogrames.com

INTERPLAY
020 7821 6815
www.interplay.com

KONAMI EUROPE
0208 582 5573
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
020 7938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
08705 998877
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
020 7700 2119
www.titussoftware.com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

VIRGIN INTERACTIVE
020 7551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.vivendiuniversal.com

METAL GEAR SOLID 2: SUBSTANCE

A new US release gives a sneak preview of Snake's extended adventure...

Metal Gear Solid 2: Sons of Liberty. Kojima-san's award-winning action adventure. A superior-quality, shock-fuelled, detail-rich videogame revealing its hidden depths only to the most capable player, or an over-complicated CG movie broken up by some of those, y'know, *gameplay* sections people seem to want these days? You decide.

Metal Gear Solid 2.5 – or *MGS2: Substance* as it'll be called – hits Japan a few hours before Christmas day, and is due to launch in the UK on 7th March next year. It will combine VR training missions (around 300 of them), alternative takes on the Tanker and Plant sections of *MGS2* with some alternative characters and costumes (Snake in a tuxedo and his Pliskin get-up, plus Ninja), as well as bonus, currently undisclosed modes.

Our PS2-owning counterparts in the States are a bunch who, it seems, can't get enough of *The Gear*, if the latest Snake-related release 'over there' is anything to go by. *The Document of Metal Gear Solid 2* is, to all intents and purposes, a website on a disc; a shiny resource of all the *MGS2* background information you can stomach. It's like a DVD movie without the film – just pages and pages of extras streamed direct from the Kojima hind-brain into your TV. Hideo's dedication in *Document's* guidebook declares: "For the fans of *MGS2*. For game creators. For budding game creators..." This man thinks of everyone.

"OUR COUNTERPARTS IN THE STATES CAN'T GET ENOUGH OF THE GEAR"

The real reason why everyone should be interested in it, though, and why we're covering it, is that it also features five teasing levels of *MGS2: Substance* for you to put through their paces. Here, we do just that...

NUDE SCHMOO: A more disturbing scene than the original naked Raiden torture sequence.

FOR TUX SAKE: Snake's cool new gear really helps him blend in to the virtual environments.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
SUBSTANCE

WHICH SIDE ARE YOU ON?

THE ARGUMENT FOR IT

"We don't want to have to wait *another* three or so years for the *next* true instalment in the *Metal Gear Solid* series. A comprehensive selection of hardcore VR missions (we're talking fencing with Ninja's sword and rampages against Godzilla-sized Gurlukovich mercenaries) and the chance to play *MGS2* as Snake will do us till then..."

THE ARGUMENT AGAINST IT

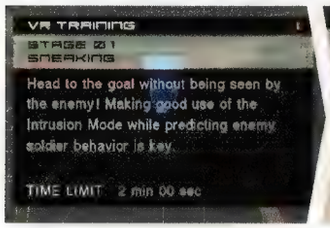
"Look, *Metal Gear Solid 2* is one of the most richly-detailed, visually stunning works on PS2. So why would I want to sit through hundreds of missions set not in its lavish game world, but in a computer-generated cell? I always thought the Special Missions disc for PSone was a bit of a rip-off. Anyway, I hate Snake – give me more Raiden..."

METAL GEAR SOLID 2: SUBSTANCE

"SNAKE IN A TUXEDO"

SNEAKING

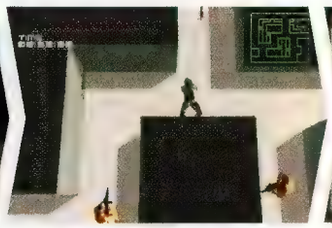
The first part of VR training sees you learning how to 'sneak'. To be honest, if you haven't already mastered that by now, after spending so much time avoiding the soldiers in the original *MGS2*, you probably need to ask yourself a few questions...


VR TRAINING
STAGE 01
SNEAKING
Head to the goal without being seen by the enemy! Making good use of the Intrusion Mode while predicting enemy soldier behavior is key.
TIME LIMIT 2 min 00 sec

You get a brief mission outline before each training session. All are against a time limit, so there's certainly some added pressure.

This first mission's dead simple – and the maze isn't that complicated. You're not going to avoid guards walking about, so...

... handily Kojima's team have ensured there are tunnels cutting through each of the blocks. You can head straight across here.

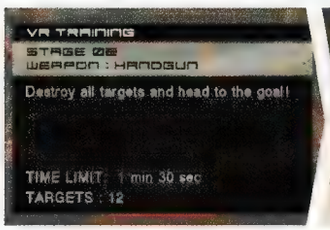


If you fancy jazzing it all up by living a bit dangerously, simply crawl out here and stand up. Head up and right for the exit.

Walk into the spinning blue block to finish. Easy. You get bonus points for not taking out the guards, as you'd expect.

WEAPON: HANDGUN

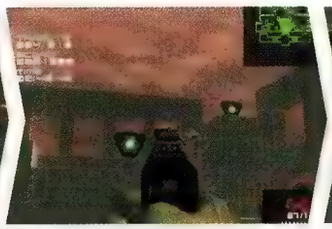
A VR mission designed to sharpen your accuracy. You can opt to stay in third person – simply train the laser-guided sights around the arena – or click into first-person without sights to improve your hit rate. We like this one, *and* it's against the clock. Prepare for sweaty palms...



You're going to have to be quick to nail all the targets in this time limit. If you're skilled at *MGS2*, you'll have no problem.

Targets start appearing alone and in pairs, but soon build up in groups. Quickly nail them in sequence for extra combo points.

Targets appear up close and on those far blocks. Naturally the ones in the middle and up the front here are the easiest.

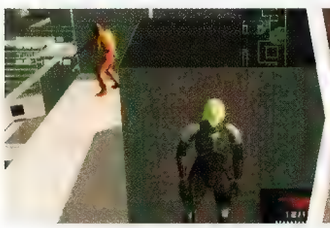


Notice how the arena gets littered with red target marks – these are your hits that have gone astray. Please excuse our inaccuracy.

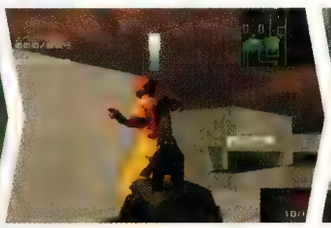
You can save your scores to memory card and always return later to try and beat Konami's best times.

ELIMINATE ALL

The title gives it away. You need to down the regenerating enemies in this corridor-filled location. Naturally there's a pattern the guards conform to – you just need to suss out the repeated sweeps they take of the area and where the ammo's located.

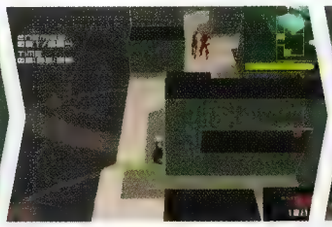


There are security cameras as well as computer-generated soldiers. Keep quiet and shuffle up behind a block...

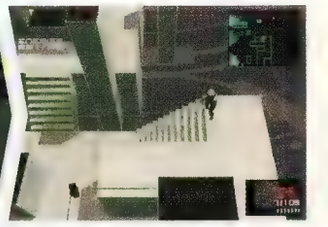


... switch to first-person and nail the sucker in the back. Make sure you down them cleanly – they'll raise the alarm otherwise.

A high vantage point with ample cover always works best. Even if you miss (like we are here), they don't usually spot you.



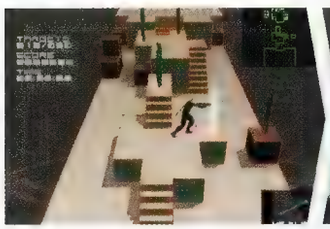
As always, keep an eye on the radar – it's not that hard to avoid the cameras and soldiers, but occasionally they get you...



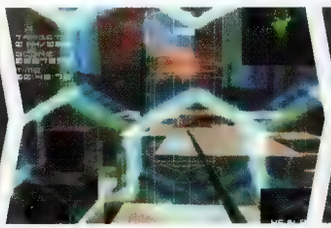
Ammunition's been dropped at key points around the level – work out the safest route to get to it. It's just like *Lemmings*, this...

WEAPON: HF.BLADE

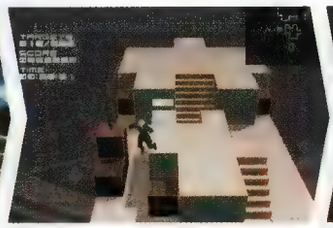
Now this is more like it. It's a straightforward task – chop some VR blocks until they disappear, run to the level exit – but wielding the sword's good fun. We're sure there'll be plenty of later missions where you go up against a Ninja clone...



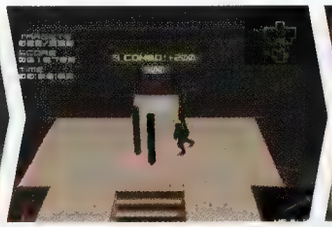
Run up the steps and rotate the right analogue stick to get your blade in motion. At the start, the blocks line up alone.



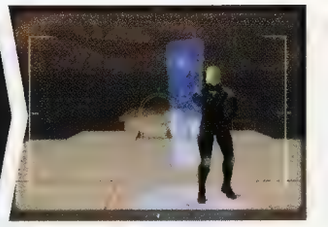
Head for first-person to experience the brain-warping effect when the blocks disintegrate. Oooh, pretty hexagons...



There's a reasonable amount of jumping up and down on to different levels here, and the time limit's quite tight. Like it.



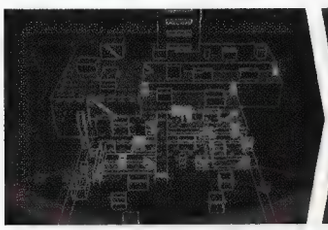
The final task's a group of blocks – get in the middle and get spinning to rack up a big combo, like the nine 'un we've got here.



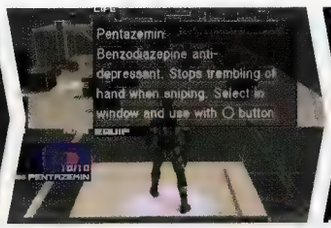
Mission over for Raiden. We don't expect there'll be the option to choose a character for each mission, which is a shame...

VARIETY

This is hardcore. The start of the toughest of the five missions sees you trying to protect a certain lady we all know and love and respect. Soldiers pour over the scenery and it's your job to take them out with a sniper rifle before they reach her body.

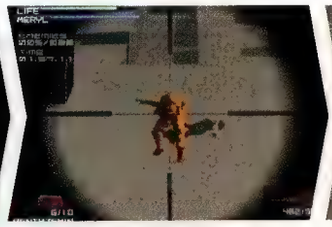


Each VR level quickly builds up from a wireframe. You can already see this is the biggest of the lot.



Luckily, you can pop some medicine to steady your shaking aim. It's a three minute task, so use them sparingly.

You've got bullets *and* tranquillisers. It's up to you to work out which will be most effective at the start of the task...

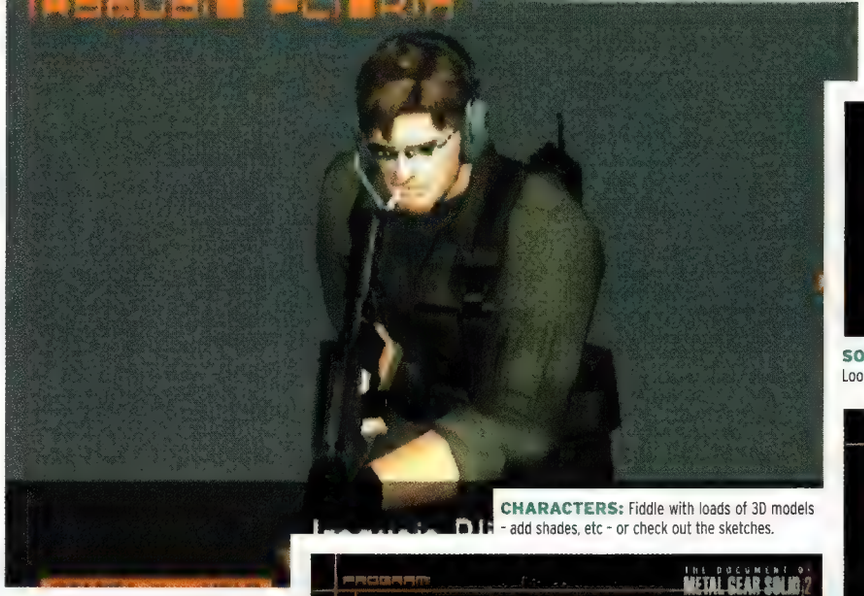


Zoom out to keep track of where the guards are sneaking from – they come from the left, right, and straight up the middle.

Mission... failed. Keep an eye on Meryl's body – they'll be swarming all over her before you can say "Kojima – *noooooo!*"

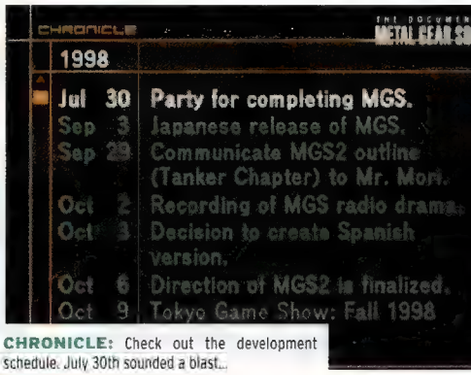
As we said earlier, the bulk of the US-only *Document* release is made up of 'Making' – a vast array of *MGS2* information. In a nutshell, it's a collection of 3D models, behind-the-scenes movies (Konami's team seem to have filmed so much, all that seems to be missing is footage of Kojima tucking into his breakfast) and lots of helpful – if you want to learn how to make games – textual resources. There are 12 sections in all.

"IT'S A COLLECTION OF 3D MODELS, MOVIES AND LOTS OF HELPFUL RESOURCES"

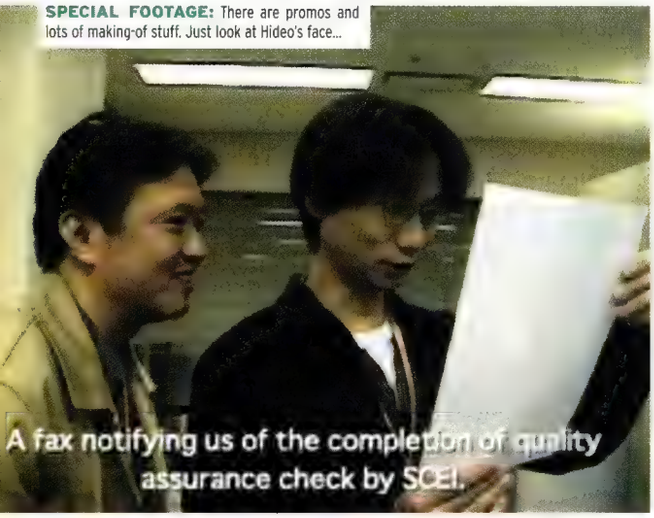


CHARACTERS: Fiddle with loads of 3D models - add shades, etc - or check out the sketches.

SOUND: Listen to the background music for *MGS2*. Look - Vs Solidus Snake, very exciting.

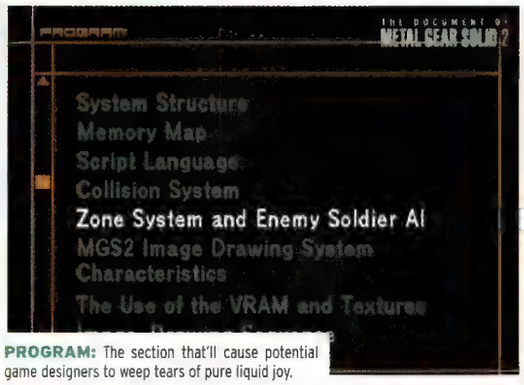

CHRONICLE
1998
Jul 30 Party for completing MGS.
Sep 3 Japanese release of MGS.
Sep 29 Communicate MGS2 outline (Tanker Chapter) to Mr. Mori.
Oct 2 Recording of MGS radio drama.
Oct 3 Decision to create Spanish version.
Oct 6 Direction of MGS2 is finalized.
Oct 9 Tokyo Game Show: Fall 1998

CHRONICLE: Check out the development schedule. July 30th sounded a blast...

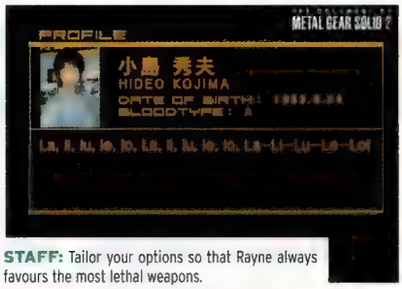


SPECIAL FOOTAGE: There are promos and lots of making-of stuff. Just look at Hideo's face...

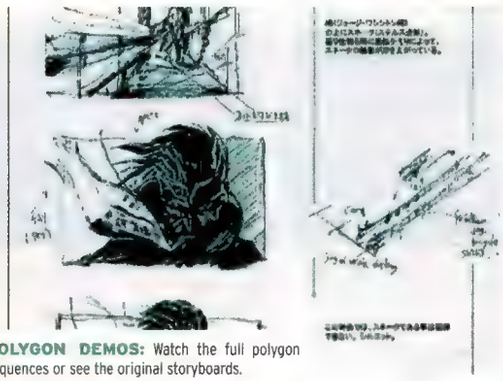
A fax notifying us of the completion of quality assurance check by SCEI.



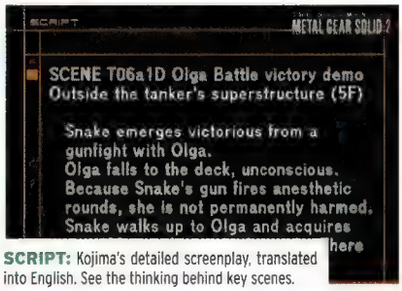
PROGRAM: The section that'll cause potential game designers to weep tears of pure liquid joy.



STAFF: Tailor your options so that Rayne always favours the most lethal weapons.



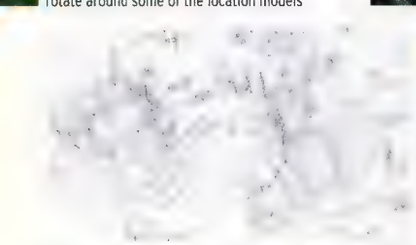
POLYGON DEMOS: Watch the full polygon sequences or see the original storyboards.


SCRIPT
METAL GEAR SOLID 2
SCENE T06a1D Olga Battle victory demo
Outside the tanker's superstructure (5F)
Snake emerges victorious from a gunfight with Olga.
Olga falls to the deck, unconscious.
Because Sinake's gun fires anesthetic rounds, she is not permanently harmed.
Snake walks up to Olga and acquires

SCRIPT: Kojima's detailed screenplay, translated into English. See the thinking behind key scenes.

BACKGROUND: An option to zoom in and rotate around some of the location models

ITEMS: Toys. Collectable goods. Videogame merchandise. Check out the '?' and 'Zz' bits above.



GAME PLAN: Hideo Kojima's detailed notes, in Japanese only. Caution: genius at work.

MECHANICS: Like the character models, you're given the option to fiddle with the game's hardware.

"**UCK"

The amount of money and enemies you make will vary depending on how you drive the truck.

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BIG MUTHA TRUCKERS

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XBOX

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Even rock stars can only dream about the glamour, excess and adrenaline of Formula One. Pinpoint precision, supersonic speeds, travelling the world. Winning.

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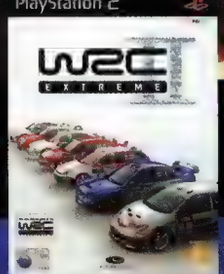
PlayStation.2
THE PASSION PLACE THE ELATION PLACE THE POWER PLACE THE THIRD PLACE

PlayStation 2



It's time to look at rally driving in a different way. The sort of way that gives you the world's 21 best drivers, 7 teams, more than 100 stages all over the world, snow, dust, gravel, rain, mud, speed, heat, thrills, crashes, blowouts, burnouts, sweat, adrenalin and champagne. It's not always pretty. It's not always even the right way up. But it's the way it is.

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The only official game of the WRC

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THE UNPREDICTABLE PLACE THE EXHILARATION PLACE THE THIRD PLACE

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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

IT'S AT THIS VERY POINT IN THE ISSUE THAT JOEL USUALLY GETS *THE RAGE* – AND EVERYONE HIDES

MARCUS

This month though, things are different. Mainly because Joel's on holiday. He's taking a few weeks out to tap into his calmer essence in Japan. Presumably, he'll also be breakdancing in a Tokyo subway, chilling with some wise old men in a hot spring and kipping in a capsule hotel. And he'd better be bringing us back a present. It *is* nearly Christmas.

So... it's down to me to step in and pen Reviews Intro (as we call it in the business). I've done it before. Dammit – I *can* be Joel again.

Yep. Mmmm-hmmm. OK. Let's go. Yeah!

<grits teeth, vibrates head, turns purple> Gyyaaaah! Jesus! Jeeeesus! Listen, if you're going to make *ANOTHER* Tony Hawk game, at least try to make it, y'know, *BETTER* and... *<it's quickly pointed out that* THPS4 *is as good, if not better>*

Sorry, sorry. Stick the kettle on, Milf. Go on. Tell you what, I'll put the bags in, you put the water in.

<the fury returns>

Right. Mags that sell their ass for a cover. Rubbish. *RUBBISH*. And, y'now, like Jesus, like... *gaaaah* – listen up all you companies who think your game's the best we've ever seen, it's NOT! We'll be the judge of that. Tell you what, *YOU* do *YOUR* job and *WE'LL* do *OURS* and...

...ah, lovely tea. Tea's the best, right? *RIGHT..?*

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

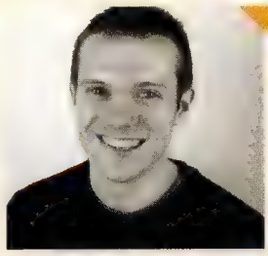
PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

JOEL SNAPE

- **SPECIALIST IN:** Fighting, breakdancing
- **HAVING FUN WITH:** Reign of Fire, Dragon Ball Z

Here he is – cheeky boy himself. Cheeky Japanese Macaque Joel. Cheeky 'look at me hugging my new Tokyo friends' Joel. PSM2's very own King of Fighters. Always ready for a ruck and a cup of tea.



DANIEL DAWKINS

- **SPECIALIST IN:** 'Extreme' sports, footy
- **HAVING FUN WITH:** Tony Hawk's Pro Skater 4

Oi oi! As a treat this month, Dan D almost got to die in a helicopter crash in – you'll never guess where – Paris! The lucky, lucky sod. The Law prevents us naming the company responsible...

JONATHAN BRYANT

- **SPECIALIST IN:** Robot warfare, RTS, Xmas hampers
- **HAVING FUN WITH:** Tiger Woods, Ape Escape 2

Jonnie's had a rough month, what with trying to organise a Ken Kutaragi benefit gig at the London Astoria *and* writing our *Ape Escape 2* review *and* playing go f with Dave Grohl out of Foo Fighters.

DANIEL GRIFFITHS

- **SPECIALIST IN:** Fatty acids, the Rats of Nimh
- **HAVING FUN WITH:** Gungrave, Knight Rider

Dan G's been tearing it up this month. He's been bustin' out rhyme and routines and, unusually, doing the freak till the break of dawn. Watch him be getting stupid in your area soon.

ADRIAN LAWTON

- **SPECIALIST IN:** Technical advancements
- **HAVING FUN WITH:** SOCOM, Contra, Fellowship of the Ring

Adrian's just a jealous guy. Like Bryan Ferry. Which might explain his non-stick suits and cabinets full of Dan G's cutlery. He's always attracted to stuff which gleams and is in the possession of others.

JAMES WHITE

- **SPECIALIST IN:** Movie tag-lines
- **HAVING FUN WITH:** The pause button

Wait... wait... here he is. Late again. We always have to squeeze James in at the last minute because a) he's never early, b) see a, and c) see b. Still, everything hangs on his precious words...

RYAN BUTT

- **SPECIALIST IN:** Sega
- **HAVING FUN WITH:** Virtua Cop, Virtua Tennis

Despite his tendency to eat like a horse, Ryan's nose and mouth are fused into a beak – like you'd find on a duck or a duck-billed platypus. This permits maximum airflow during tense games.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

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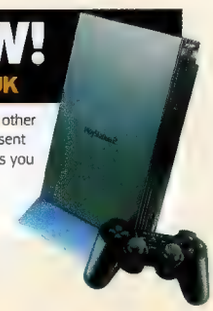


›THE DEFINITIVE VERDICT フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest invention yet
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シワヨノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely

›HONEST AND ACCURATE シワヨノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

PSM2 WARNING!

›HARD-HITTING シワヨノ

THE PSM2 SCORING SYSTEM:

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

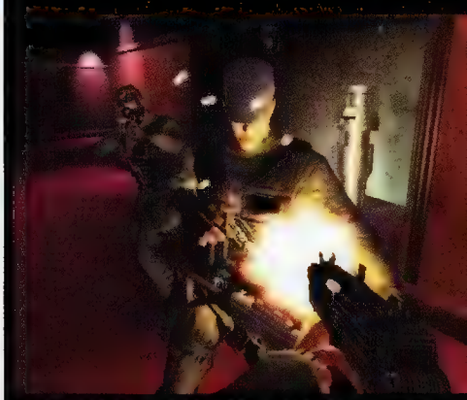
70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS



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OUT UK 29TH NOVEMBER

JAMES BOND 007 IN... NIGHTFIRE

BREACH THE WALLS, HIT THE PARTY, SHOOT THE CHOPPER

JAMES BOND 007 IN... NIGHTFIRE

"IRISH THESP MUSCLE"

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Eurocom
- **PUBLISHER** EA
- **GAME TYPE** First Person Shooter
- **PRICE** £44.99
- **EXTRAS** 1-4 players, DualShock 2, Memory Card

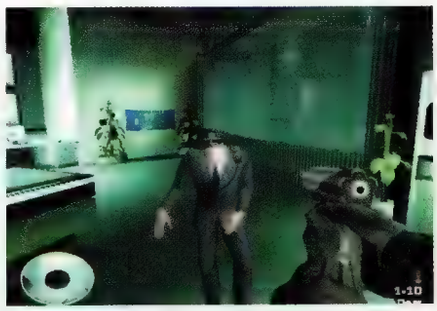
DETAILS

- 12 single-player missions.
- 27 weapons, ranging from a PP7 to a Combat Utility Vehicle.
- 14 Q Branch gadgets, including the Stunner (looks like a car key, stings like an electric bee) and the car-mounted Q-Pulse.
- 15 Multiplayer games (Arena, Capture the Flag, Industrial Espionage, etc).

You know the name. You know the face. But that voice? Hmmm... Brosnan shakes up the shooters on PS2. Or does he? **ALL TUXED UP:** Marcus Hawkins

Everyone likes a nice bit o' Bond. *Everyone*. San Francisco b-boys. Austrian nuns. Mongolian camel herders. You just watch them queuing up to see Halle Berry's slow-mo gush out of the sea in Die Another Day. That goes some way to explaining why *Agent Under Fire*, the original PS2 shooting/driving 007 experience, despite its sluggish multiplayer, limited control set-up, scrappy auto-aiming and 'patchy AI', still managed to capture the imagination and trigger some explosive sales figures. John Cleese appearing in the TV ads didn't do it any harm either.

This time round, the fun is being taken *very* seriously. EA clearly got together with developers Eurocom at their secret, plush Pacific bunker and demanded changes. Demanded that the whole package feels more like a Bond movie – from the rasping lion in the MGM logo, to the pre-credits warm-up romp' and right down to saucy, shape-shifting girls wiggling in a flame-filled intro montage. They demanded a real Bond – not some rent-a-ham. They demanded more exotic locations, more controller set-up options (important, this), new and improved Q gadgets and new leading ladies.



SNEAK UNIQUE? Some missions see you all-gadgets blazing, others are a test of your stealth abilities. Tranq the guard quickly...

Thankfully, there are lots more options for getting the controls pretty much nailed. Milf, PSM2's left-handed mutant of an Art Ed couldn't – actually, *refused* – to play *Agent Under Fire* because it only had four DualShock 2 set-ups, none of which catered for left-handed freaks like his good self (with Look/Turn on the left analogue stick). This time, things are different. There are plenty of options now, each, in a smart touch, named after a Bond movie. If you're left-handed, go for Dr No. That's all we're saying.

"THE WHOLE PACKAGE FEELS MORE LIKE A BOND MOVIE – FROM THE RASPING LION IN THE MGM LOGO TO THE PRE-CREDITS WARM-UP ROMP"

They pretty much got what they asked for. The only problem is, in the race to make this the Best Bond Game Ever, they seem to have forgotten to be a little more ambitious with the actual game design.

Let's start with the good stuff, though. Impressively, you've got digi-Pierce in there adding some much needed Irish thesp muscle. Well, it's 60% Brosnan, 40% curiously non-similar speakalike. Honestly, it sounds like some concerned bloke from a life insurance commercial telling the lovely Makiko Hayashi that "anything can be penetrated with the proper tool". Desmond Llywellen (Q) and Damejudidench (M) voice actors are also present, both of whom aren't too bad. And hey – at least it lends the cutscenes an entertaining touch of class.

The way you can approach certain mission objectives a variety of ways is another neat feature that's been improved a hell of a lot since the first game. For the hard of thinking, there's ▶

THE WHEEL THING: As in *Agent Under Fire*, the shooting bits are broken up by chase sequences - but they last slightly longer here.

MR KISS KISS GANG GANG

Sorry to draw your attention to one of the things that really narks us off with *Nightfire*, right here, at the front of the review, but we need to make you aware that the game's multiplayer mode still hasn't moved on *that* much from *Agent Under Fire*. True, it's possibly slightly faster – but if you've played *TimeSplitters 2*, you'll find this a little tedious and super-super-slow.

SIZ AN ODDJOB: There are plenty of options to spice up the multiplayer a bit – including new characters you win in the main game

AMMO GONNA GET YOU: The automatic loading mid-firefight is so slow with many of the weapons, you might begin to cry.

DUO ME? Nothing beats getting close and strafing – it's the key to success in the *007* games. You'll be shocked by how much the enemy can take before they go down, though.

BEAUTIFUL DANGER

At times, *Nightfire* can take your breath away. This mainly happens in the open areas where the development team get the freedom to show you what they can do with light and shade. There aren't that many third-person moments, so you always feel part of the game world.

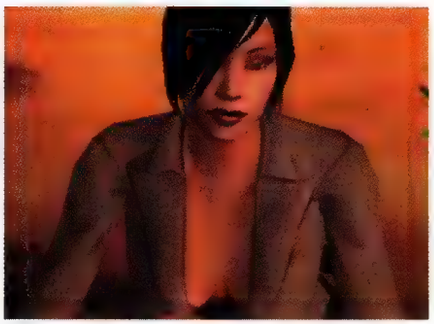
FACTORY HARMED: The fifth mission sees Bond [illegible] men down there, waiting for you.

TRUSTY LEE: Muzzle flare brightens the corridor as the Tokyo [illegible] confronted by an [illegible] look at that lighting. Superb.

▶always hints on offer when you pause the game, but it's satisfying to try stuff out for yourself. The opening scene of The Exchange mission is a great example, where you need to get into the frozen fortress. There are several options: jump on to the back of the delivery truck which is heading for the main gates, or try and shimmy around the outside of the mountain for a bit, or take out the first guard with a silencer, half-inch his sniper rifle and take out the remaining guards.

INSIGHT

- James Bond was born of a Scottish father and Swiss mother.
- He went to school at Eton, but was asked to leave (some sort of 'incident' involving a maid, apparently).



GIRL NECKLACE: Some Bond girls only seem interested in setting you up with a mucky one-liner. Not this one. She's a bodyguard.

"SOME OF THE MISSIONS STICK IN YOUR MIND LONG AFTER SWITCHING THE PS2 OFF – BUT NOT ALWAYS FOR THE RIGHT REASONS"

ROLF PARIS: The opening 'training' session in France dumps you in the thick of a confusing mess. Not ideal if you're new to the game.

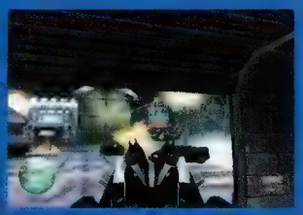
There's a real sense of immersion in the environments – peer down from a great height and you'll feel a twitch of vertigo in your belly. Reach for your 'special' glasses to see through the glare of a flash bang grenade. Opt for Surround Sound mode (if you've got the necessary equipment) to really feel like you're really there, *really* listening to men shouting at you. There's a slick pace to the story telling and you find yourself craving the next exotic set-piece. Space? Lovely.

But then, *then* it starts to fall apart a little. Play through it long enough, and you realise it just doesn't feel as consistent as it should do. Some

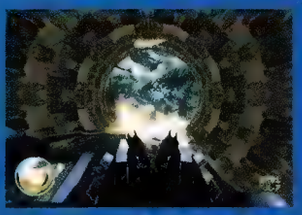
DARE HE GOES AGAIN

There's plenty of opportunities for picking up 007 bonuses in the game, leading to character cards, multiplayer modes and characters and other stuff. Even the driving sections seem to be stocked with them – go to the effort of finding a shortcut (well, you're steered in their direction, really) and you'll invariably pick one up. Helping preserve the lives of civilians is another quick way of picking some up. He who dares, Rodney...

RAISE BE: By unlocking a huge steal door, this terminal rises. Cue free stuff.



FALLS WELL : [illegible] shooting out the ropes holding this cable car.



ICE SHOOTIN': [illegible] tunnel and the spinning 007 logo's yours.

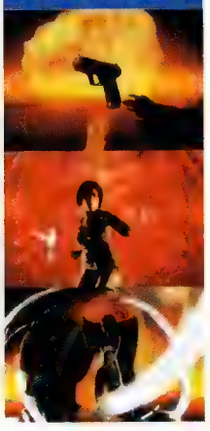
LASER BONES: Take out the green - the *green* - wire in true Bond fashion. Easy, this.

SHORT BRISK IT: [illegible] building in the Vanquish and receive a prize.

CROUCH POTATO: Duck down to surprise the enemy. Not that they need much confusing.

IMPACT POINT

It's got to be the full-on silhouetted girls firing out of gun barrels intro. After a brief – and confusing – training level, it slips into memorable movie mode...



"THE GUARDS AREN'T A BRIGHT BUNCH AT THE BEST OF TIMES – FREQUENTLY YOU CAN RUN UP BEHIND THEM AND THEY WON'T FLINCH"

missions stick in your mind long after switching the PS2 off – but not always for the right reasons. The opening level, set in and around sinister Rafael Drake's reasonably heavily guarded Austrian castle is entertaining stuff – all breach the walls, blend in at a cocktail party, then shoot a helicopter gunship from a moving cable car. Brilliant. Then, later on, there's a mission where you have to sneak around a grey towerblock stopping guards from raising the alarm by popping them full of tranquillisers or stunning them with electricity. It's a confusing, irritating mess of corridors and doors *that all look the bloody same*. Not brilliant.

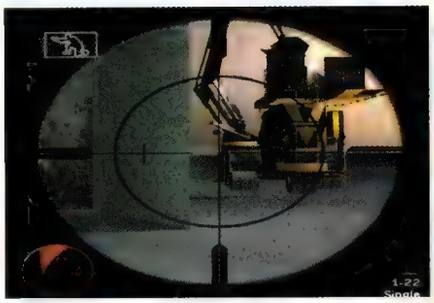
Then there's the AI of the guards. They're not a bright bunch at the best of times. Frequently you can run up behind them and they won't flinch – so they're either very brave or very stupid. You're advised to use the silencer to avoid alerting nearby guards, but it only seems to be necessary if those nearby guards are within a couple of feet or so. Sometimes they can be in the same room as you and they won't see you shooting their fellow henchmen, or even hear their dying colleagues raising the alarm.

Perhaps, to balance this up, the development team decided to introduce a little more challenge through the game's squiffy auto aiming. It still takes far too long to lock on for our money. And the reloading – frrnrrnkkkinnn – it's just so slow, it just gets in the way of the good stuff.

On the surface, *Nightfire* seems to be a steady improvement on *Agent Under Fire*. But look a little deeper and you'll notice that some of the unnecessary aspects that we felt plagued that last game have managed to slip through again. It's not a terrible game (no, see *Iron Aces 2* for that), but neither does it feel as polished, absorbing and refined as *'Splitters 2*. At least it's got Brosnan in it. Did we mention that? **PSM2**

James Bond 007 in... Nightfire *is available from late November*

NEW SKIDS ON THE BLOCK: One escape sequence sees you manning the biffing great guns of a snowmobile. It's not hard.



BORED AIM: There's a sniper mode (see the bloke hidden here). You're rewarded for taking out unarmed targets non lethally.

SCARAMANGA'S CHOICE

1 **TIMESPLITTERS 2**
Still the fruitin' daddy. Sublime deathmatching and overhauled single-player game make it essential.

2 **RED FACTION 2**
Fancy another new shooter? Better get this, then.

3 **JAMES BOND 007 IN... NIGHTFIRE**
Looks good, sounds OK. Doesn't bring much new to the party, but it's not an utter disaster.

PSM2 VERDICT

GAMEPLAY
+ New control options, satisfying.
- Seemingly small problems eventually prove irritating.

GRAPHICS
+ Very clean looking game.
- Some character animation a little jerky.

SOUND
+ *That* music, surface effects, velcro rips when putting on armour.
- Chumpy voice-acting at times.

LIFESPAN
+ Plenty of room for nailing all those 007 rewards.
- Despite the options, the multiplayer's still not up to much.

OVERALL
***Agent Under Fire* reheated. Some notable improvements, some things still the same. Decent, just not deadly.**

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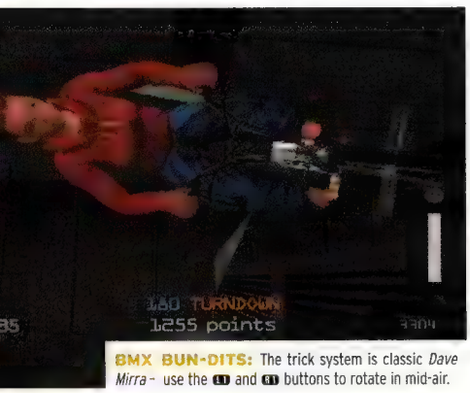
OLDFINGER

OUT UK 6TH DECEMBER

BMX XXX

Funbags, yellow snow, floppy hoses and... *sigh*. Sorry Acclaim, this isn't big or clever. Or, for that matter, good.

REVIEWER: Dan Dawkins



BMX BUN-DITS: The trick system is classic *Dave Mirra* – use the L1 and R1 buttons to rotate in mid-air.

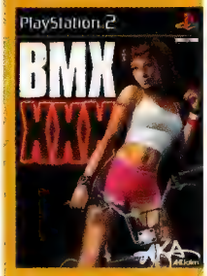
Right, let's have a butcher's. Intro movie, eh? Clong! Right in the doobies. Nerk! *How* high? Phwoar! Boobies. Oink! More boobies. This is going to be BRILLIANT! Right, here goes. Create a character. Naked, please. What do you mean, clothes? Bah. Enhance boobies. No, grrr. Let's play it, then... Gnph... Why's it so blocky?... Bloody controls... Shut up about your wiener. SHUT UP! This is hopeless... Not another bloody coin... Four seconds? I paid £40 for this... *Whack*... BOLLOCKS... (Slams pad down in anger)... Ladies and Gentlemen, welcome to *BMX XXX*, where fun is a four letter word.

Thing is, this could've been great – at the very least, *unique* – a boundary-pushing, genuinely outrageous adult shock-fest twinned to responsive controls with rewarding, inventive objectives. All they had to do was tweak the *Dave Mirra* engine, draft in a decent script writer – oh, anyone who's seen American Pie – and think, for at least, ooh, an hour, of ways to subvert the extreme sports genre. As it stands, what we've got is a series of knob gags written by 13-year-old simpletons fighting over a copy of *Razzle*, twinned to a game that's marginally less irritating than a sandpaper Twister mat.

The premise is simple. Bike around a free-roaming level, meeting pimps, potty-mouthed public servants and – gasp – prostitutes

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Z Axis
- **PUBLISHER** Acclaim
- **GAME TYPE** Extreme Sports
- **PRICE** £39.99
- **ESSENTIALS** Memory Card DualShock 2



DETAILS

- Eight levels, including Las Vegas, Bronx NYC and Launch Pad 69.
- 20 track licensed soundtrack, including N.E.R.D's Lapdance, Green Day's Basket Case and De La Soul's The Magic Number.
- 18 real-life strip videos featuring girls from Manhattan's Scores club.
- Advanced Rider Editor – male or female – with customisable tattoos, accessories and hidden nudity codes.
- Multiplayer mode including Paintball, Skilz and Strip Challenge.

AMISH MACBETH: The secret character has a unique wooden BMX, seen here in Las Vegas, one of the trickier later levels.

PUPPY LOVE

Collect coins – or other arbitrary objects – scattered throughout each level to unlock these raunchy videos of ladies removing clothes. Sorry girls, no fellas. Be warned, the clips are short, and only a few snippets contain *actual* boobies...

SCOTTS OF TANTA CONVECTING: There's, er, not much to say about this... We're sure, um, she's just having a stretch...

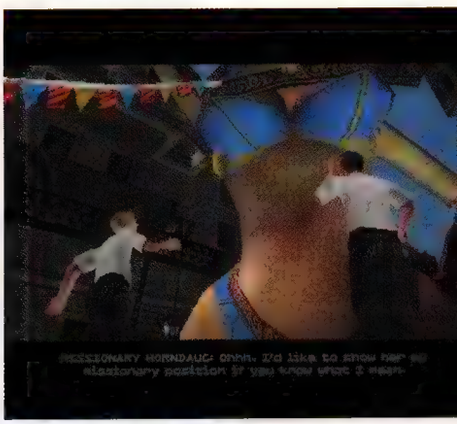
GROVE THERAPY: Yes, it's two girls rubbing each others breasts on a BMX... Look, er, Mr Scorsese was busy, OK?

performing 'adult' duties. You just have to complete ten of the 20 tasks to advance – simple, no? It's a bit like *THPS4*, but patchily-designed, confusing and insufficiently skillful.

For example, one objective requires you to find five hookers and return them to the brothel – like nabbing the SKATE letters in *THPS3*. All you've got to do is ride up and take them home. No difficult leaps, tricks, no nothing, just a simple game of hide-and-seek against the clock. But... It's *stupidly* infuriating. You can ride directly past a hooker, but she won't get on the bike because the collision detection's so outrageously poor. Worse, by the time you've noticed, you're ten metres up the road – momentum, see? – and have to arch around in an enormous loop, because the bike handles like a steamroller, only to find you're 15 metres in the *other* direction.

On other occasions, you can't see the hooker until the last second, so there's no time to compensate for the crappy close controls, because of the pop-up. And when you finally

BILLY SNIPER: Two-player Paintball is great fun - one of you roams about collecting objects, while the other takes deadly pot shots.



SO NEAR, BUT SO FNAR: Arf! Nudge! Oink! The innuendos would turn Roy Chubby Brown purple. If you're laughing, seek help.

"YOU NEED TO COLLECT FIVE COINS TO ENTER A PEEP SHOW TO WATCH TEN SECONDS OF A LADY RUBBING HER BELLY"

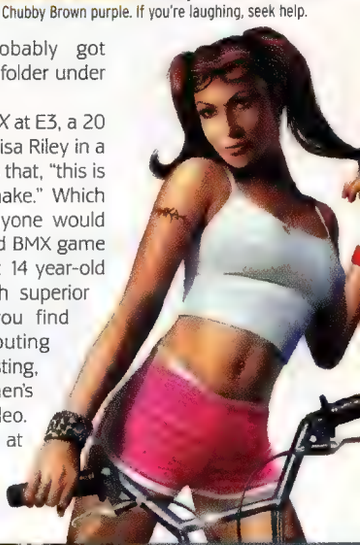
complete this muddled war of attrition, the game inexplicably asks you to do it again, *with the hookers in the same position*. Jesus wept.

The misery continues. There's no training mode, while objectives are often poorly flagged. "Ghost into the Fruit Booter" a rider says. Where's the bloody Fruit Booter? Come to think of it, *what's* a bloody Fruit Booter? Sometimes you'll make a tricky leap first go, the next, crash spectacularly. It's maddeningly inconsistent and, criminally, sometimes feels totally unfair – for instance, you'll occasionally drop vital objects that you've collected because the camera obscures a piece of scenery. Worse, unlike the sublime *THPS4*, you can't terminate an objective mid-flow, or return to a previous task using the menu. Yes, the later levels are a vast improvement, with engaging terrain and swooping panoramas, but progress is sweary at best.

Never mind, at least there's the strip videos, eh? Bad news. You need to collect five coins to enter a peep show, where you'll be treated to, ooh, about ten seconds of a lady rubbing her belly. To see more, you've got to collect 45 coins from some devious, wide-ranging locations. Sure, it's challenging, but around about coin 26, you start to think, "do I really need to backflip on to that distant rooftop, sobbing and wrestling with the ill-conceived controls for the sake of a ten-second knicker flash?" Honestly, it's like watching Tipping the Velvet, but having to nip out every ten seconds for thirty minutes of press-ups.

In fairness, the stunt system is actually rather good, with skillful trick modifiers and flatland moves. The Create-a-Rider option is flexible – with 'hilarious' additions, like nappies and astronaut jackets – while the multiplayer games, like Paintball, are diverting. Get far enough, and you unlock the, we admit, genuinely tittersome nudity mode. Thing is, *Mat Hoffman* is zippier, *THPS4* is better designed, and *Vice City* is way more offensive. You're left with an 18 certificate game that only appeals to 12 year-olds, who'll have to bribe their bigger brothers to buy it in the first place, who, ironically, have probably got something *far* more interesting in a folder under their bed labelled 'homework'.

We met the producer of *BMX XXX* at E3, a 20 stone American chap sweating like Lisa Riley in a cake shop, who proudly informed us that, "this is the game we always wanted to make." Which seems odd, because quite why anyone would want to make a smutty, ill-structured BMX game that'd shame a bristlingly pubescent 14 year-old in a market already saturated with superior products is beyond us. Unless you find swearing intrinsically funny, shouting important and Page 3 trouser-bursting, spend your £40 on six gentlemen's books and a Stan Boardman video. Sure, you'll still hate yourself, but at least you're being honest. **PSM2**



NUDIST'S CHOICE

1. **THPS4** Free-roaming, forward-thinking and judiciously balanced. The extreme sports rule book.
2. **MAT HOFFMAN'S PRO BMX 2** Mildly aggravating, realistic BMX sim, but tight and challenging.
3. **BMX XXX** Good core gameplay, lost in a treacle of humourless smut, poor design and some aggravating objectives.

PSM2 VERDICT

GAMEPLAY
+ Solid trick system, decent combo lines.
- Aggravating close control, squiffy detection

GRAPHICS
+ Nice character models, cheerful colours.
- Blocky and ordinary, glitchy camera.

SOUND
+ Great tracks, nice spot effects.
- Annoying voices, awful script.

LIFESPAN
+ Lots of challenges, hidden extras.
- Limited game modes, tedious structure.

OVERALL
If you really want to control a naked lady, sellotape a grumble mag to your Scalextric set. Not *awful*, just embarrassing.

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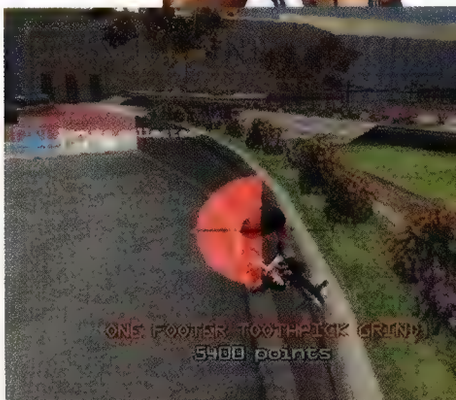
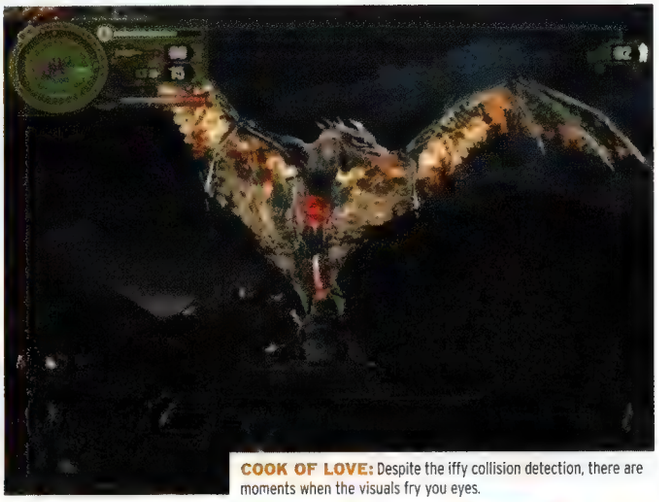
ORA-STARDISED



CAN'T WAIT TO METER: The red semicircle indicates you're tipping off balance, but the meter is remarkably generous.

OUT UK NOW

WHAT THE TECH: This being a post-apocalyptic UK, all the weapons look suitably British Leyland.



COOK OF LOVE: Despite the iffy collision detection, there are moments when the visuals fry you eyes.

REIGN OF FIRE

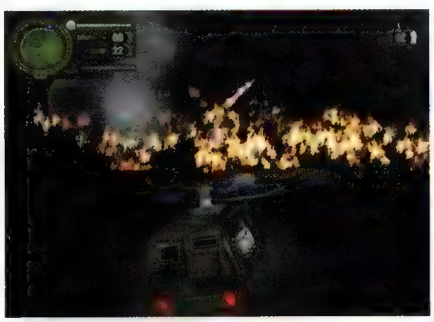
We flame, we saw, we wondered whether Bam! could stoke something up from the embers of the so-so flick...

REVIEWER: Joel Snape

Given the choice, we'd rather be an enormous dragon than Christian Bale – nothing personal, Christian, but we like setting fire to stuff. Kuju are clever – they know this. That's why, instead of having the chance to wreak flaming havoc over beardy Americans from the start, *Reign of Fire* forces you to play *nine levels* of jeep-trundling human action first. Bah.

Right. Typically, the vehicle-based mission structure goes like this: shoot a load of raptor-things, drive about a bit, find some homing missiles, take on some proper dragons. After mission two, the necessity of shooting and dodging simultaneously makes the Advanced control setup (L3 to steer and accelerate, R3 to aim) the only sensible option – and fortunately, it works well. Tactically, *ROF*'s the muddy offspring of *Dropship*. Most missions involve a plethora of back-up troops, but they're more for effect than anything else. Though it's unwise to completely abandon them, they can fend for themselves and won't help you much. Where they *do* help is atmosphere – seeing the sky lit up by tracer fire and jets of flame, dragons wheeling overhead and jeeps screeching about's an immersive experience. Handy, that, because the missions themselves get a bit tedious, often relying on monotonous repetition of the same basic task for upwards of ten minutes.

Take the fire truck mission – you're expected to dodge fireballs, which would be fine except that you're *also* expected to stop and pick up



FLAME EXCUSE: If your fire truck catches light, you've got to backtrack miles to locate a helpful overhead shower pipe.

"SEEING DRAGONS WHEELING OVERHEAD IS AN IMMERSIVE EXPERIENCE"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Kuju
- **PUBLISHER** Bam! Entertainment
- **GAME TYPE** Action Strategy
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, Memory Card, DualShock 2

DETAILS

- 18 levels – nine playing as dragons, nine as humans.
- Eight vehicles and eight dragons.

IMPACT POINT

It's all about flash points and how to avoid them. Allow a crop to burn too long and a building nearby will catch fire causing the fire to spread further.

HEAVY BALLESTEROS: Getting hold of the tank after hours of pootling about in the jeep is a real kick.

JEEP SKATE: There's a decent tutorial mode that gets you familiar with the vehicle controls.

NAME THAT DUNE: The Buggy mission is timed. As if you didn't have enough to deal with.

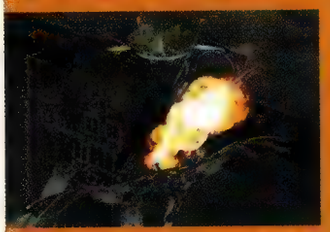
COWERING INFERNO: Multiple fireballs while diving is the best way to tackle vehicles.

FLAME FOR A LAUGH...

Nine levels of pseudo military berks shouting orders at you and then... Puff, the sky's the limit. The mission structure may not change – instead of escorting vehicles you're called upon to herd baby land dragons called Jakyls – but the opportunity to torch everything just about outweighs any nagging repetitions in gameplay.

LARGER AND SLIME:

FIRE PURCHASE:



GREAT FLYER OF LONDON:

SKULLIVERS TRAVELS:

farmers who are infuriatingly slow to jump on board your truck. Then there's the convoy mission, which is the first time you're confronted with giant female dragons – it takes precise aiming to nail the first one, then quickly becomes routine. Every subsequent level's a bit like this – do something that's challenging the first time, then repeat it until all the joy's utterly drained from it. The final mission took nearly 20 minutes, and nearly made us cry – but then, fwoosh! Suddenly it's all worth it. Sort of.

The dragon missions, as you'd expect, are a flight sim with scales. You've got a searing flamethrower blast, a fireball thing, and carte blanche to fricassée the muddy yanks you've just been trying to save. Again, it's great for a while, but the pyromania fades as you realise you're left doing exactly the same thing again – methodically destroying a couple of dozen trucks to protect the queen dragon, that sort of thing.

"THE DRAGON MISSIONS, AS YOU'D EXPECT, ARE A FLIGHT SIM WITH SCALES"

Except it isn't quite as good as a normal flight sim, because dragons don't so much 'land' as 'nosedive into the ground', and they don't so much 'lock on' as they do 'spray the general area with fire and hope for the best.' PSM2

Reign of Fire is in shops now.

PETE'S CHOICE

1 **STAR WARS: STARFIGHTER**
One of the first games of this type on PS2 and still, as far as structure goes, - one of the best.

2 **DROPSHIP**
Much the same, only with sharper graphics and more hardware. And no dragons.

3 **REIGN OF FIRE**
Douse memories of box office fizzles and just enjoy barbecue season eternal.

PSM2 VERDICT

GAMEPLAY
+ The control systems – dragon and truck – work effectively.
- The missions drag on a bit. Drag on. Ha! See?

GRAPHICS
+ Impressively hectic. Captures the look of the film well.
- The film was quite dark and muddy.

SOUND
+ Decent voice acting...
- But not by Matthew McConaughey.

LIFESPAN
+ The missions get hard, but you'll persevere to play as a dragon.
- Still only 18 of 'em, mind.

OVERALL
A fairly good translation of a film that actually wasn't that action-packed or exciting to begin with.

71

VOLATILE

OUT UK NOW

VIRTUA COP: ELITE EDITION

Sega's coffin-dodging gun games are back on the beat in unfamiliar territory.

REVIEWER: Ryan Butt

Releasing some of the defunct Dreamcast's few and far between classics on to PS2 is one thing, but to dig back even further and pick at the stale remains of the Saturn is quite another. Alas, Acclaim has performed such a desecration and emerged with *Virtua Cop: Elite Edition*, an embalmed disc featuring both of AM2's once great, now bad, crim-killing lightgun outings.

Playing them through now, it's staggering to see just how far arcade shooters have come. Such innovations we now take for granted include the duck and dodge feature of *Time Crisis 2* and the free roaming exploits of *Dino Stalker* and *Resident Evil Survivor 2 Code: Veronica* – both of which are sorely lacking in this wrinkled, arthritic shooter. Instead, we get a rigidly on-rails bore-a-thon, in which the main aim is to shoot or be shot and attempt to retain a respectable accuracy level throughout the stages by only picking off the villains and not wildly spraying your bullets about with carefree abandon.

Your plight isn't helped by civilians that lumber across your line of fire pleading "Help me" in a voice that makes you want to do anything but. Then there's the problem of enemies freezing for a moment before flashing and disappearing. It's confusing at best, and often leads to you pause while you figure out whether you've shot them or not. The result? A bullet in the brain from a sniper while you're deciding.

"IT'S JUST RANCID OLD TAT DREDGED UP FOR NO APPARENT REASON"

MISS-DEMEANOUR: Civilians lumber across your cross-hairs and the urge to shoot them sometimes overrides your sense of duty.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sega-AM2
- **PUBLISHER** Acclaim
- **GAME TYPE** Arcade shooter
- **PRICE** £26.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card, GunCon2

DETAILS

- Two games (*Virtua Cop 1 & 2*) in one.
- Six levels broken down into 15 stages.
- Additional Gallery and Training modes.
- Two-player co-op or versus modes.

INSIGHT

- You could get big heads in the Saturn version of *VC2* by playing the game through 58 times. We lost the will to live after doing it twice.
- This cheat gem appears on www.gamefaqs.com. Access 'Extra Name Entry Time': "On the Name Entry screen, shoot at the b/s icon in a fast and repeated way until the timer resets to 99. Next, just enter your initials." Genius!

The games feature a scope-zooming effect. The problem is that you have no control over it.

If the gameplay doesn't hint at this title's age, then the clothes and hairstyles certainly will...

By picking off barely visible enemies, you'll fill the Gallery with pictures of exciting concept art. Like this one.

The current trend in the DVD market is to re-package and re-release old movie sagas, complete with documentaries and assorted other extras to appeal to the hard-core fans, and that's what's happened here. Players can access both of the games from the main menu, and also engage in some new training levels and view a gallery of artwork that accompanied both games on their original journey from coin-op to home market (although all of the pictures must first be unlocked by sniping bad guys in the main games). But there's still not enough to warrant even a second's pause to ponder purchase – it's just rancid old tat dredged up for no apparent reason. And with quite enough lacklustre shoot-em-ups on PS2 already, the last thing we want is another one that looks as tired as it plays. PSM2

CALLAHAN'S CHOICE

1. **TIME CRISIS 2** Much more than basic shoot-or-be-shot gameplay, and it lets you take cover, too.
2. **DINO STALKER** This prehistoric epic lets you free-roam through lizard-infested lands.
3. **VIRTUA COP: ELITE EDITION** Should only be considered as a nostalgic step-back to the days when less was expected.

PSM2 VERDICT

GAMEPLAY
+ Smooth and relatively satisfying.
- Completely on rails with no freedom of movement.

GRAPHICS
Nice scope-zoom effects.
Generally showing their age.

SOUND
+ Suitably meaty gun noises
Gash music and dialogue.

LIFESPAN
- Filling the Gallery takes great skill.
- You'll be through the main games in minutes.

OVERALL
It's a nice idea to bundle two once-classic lightgun games together, but, like Danny Glover, *Virtua Cop* is just too old for this shit.

44

GUNNED DOWN

PIERCE DE LA RESISTANCE: The player likenesses are staggering – except that Henman is too hunky and Mary Pierce isn't hunky enough.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sega Sports
- **PUBLISHER** Acclaim
- **GAME TYPE** Sports sim
- **PRICE** £32.99
- **ESSENTIACS** 1-4 players, DualShock 2, Memory Card, MultiTap2

DETAILS

- Three modes of play: Exhibition, Tournament and World Tour.
- 16 real life players, including Rafter, Kafelnikov, Henman, Seles, Davenport and the amazing, grunting Williams sisters.
- Tournaments and sub-games in the World Tour mode that enable you to boost your stats, win money and buy extra gear.
- 28 different courts.

OUT UK NOW

VIRTUA TENNIS 2

The Dreamcast may be dead, but its top seed is still making a racquet on PlayStation 2.

REVIEWER: Ryan Butt

When Sega pulled out of the console wars to pursue the lucrative market of vending machines (true), the Dreamcast died a premature death, leaving a legacy of fine software that was just too good to endure a similar demise. Hats off, then, to Acclaim for exhuming *Virtua Tennis 2* – arguably the greatest tennis spectacle since Kournikova.

But this game originally came out ages ago, so surely the months since the Dreamcast's death have taken the sharpness off of its competitive edge, right? Not a bit. It still has the looks, feel, diversity and depth to beat anything currently available on PS2. And yes, that includes *Smash Court Pro Tournament*.

MANY TANKS: Improve your aim by blasting balls at mechanical adversaries. No, not Pete Sampras.

On first play, the game's coin-op roots are obvious. Matches are set by default to just two games and the presentation is bright, in your face and eye-catching – presumably to draw you in from the other side of a smoky arcade. But, delve deeper beyond the Exhibition and Tournament modes (in which you can lead one of 16 different pros to victory) and you'll come across the World Tour. It's the game's equivalent of *Pro Evo*'s Master League and has to be a contender for the best one-player sports mode ever.

Here you can create new players from scratch and pit them against pros in the competitions that frequent your career calendar. Of course, being a novice, your backhand is likely to be weaker than Henman's resolve. But, thankfully, you can sharpen your skills and boost your stats via quirky minigames. Need help placing your serves? Try aiming at a set of skittles! Footwork a bit flat? Try picking up flags while dodging the incessant gunfire of a B-movie battletank! Such distractions provide so much mirth while moulding your pretender into a Borg-beater, you'll scarcely be able to tear yourself away.

Sure, *Virtua Tennis 2* is still far from perfect – almost impossibly long rallies are all-too frequent, the ball hardly ever goes out and a glitch in the AI means it's easier to break your opponent's serve than win a game on your own. All that and yet it still somehow manages to seamlessly combine utterly addictive arcade action with sim-like depth. Simply smashing! PSM2

And it's... OUT... in shops now.

INSIGHT

- It's possible to unlock two extra characters by winning all the matches. If you manage this (without losing and having to continue) then you'll go on to play against the King or Queen players – beat them and they'll be unlocked at the character select screen.

SERVE'S UP: The four-player mode's a blast - if you're playing with a CPU partner, you can tell them to hit and leave certain returns.

MCENROE'S CHOICE

1. **VIRTUA TENNIS 2** The most complete tennis game around, and it doesn't take itself too seriously.
2. **SMASH COURT PRO TOURNAMENT** It ditches the humour of earlier versions to focus on realism, but it lacks the depth of Sega's winner.
3. **WTA TOUR TENNIS** The controls are shot and it focuses purely on the woman's circuit. That's no bad thing, mind.

PSM2 VERDICT

GAMEPLAY
+ Easy to get into, and addictive.
- Impossibly long rallies occur frequently.

GRAPHICS
+ Well animated, photo-realistic-looking players.
- Some of the detail isn't as sharp as it could be.

SOUND
+ Realistic thwacks and bouncing effects.
- Inappropriate music kills the ears.

LIFESPAN
+ You'll get eaten up and swallowed by the World Tour mode.
- When your stats are maxed, you'll beat everyone with ease.

OVERALL
The Dreamcast's hard hitter bounces back from the dead to out-play, out-shine and out-class the other court jesters.

88

ACE!

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Visual Concepts/ Black Box Games
- **PUBLISHER** Infogrames
- **GAME TYPE** Arcade Football
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, DualShock 2, MultiTap

DETAILS

- Create your own team in Challenge mode and unlock nine extra characters.
- Win cash playing in Continental Cup Quest mode to upgrade player attributes.

GAME, NET, MATCH: Shoot from anywhere, cos the chances are it'll fly straight into the onion bag like a Ronaldinho 'cross'.

TRUE VIEW: You can watch the, ahem, 'action' from a number of angles, but the shoddy framerate remains a huge problem.

OUT UK now

SEGA SOCCER SLAM

It's akin to watching the World Cup from inside Maradona's drug-ravaged brain.

REVIEWER: Marcus Hawkins

Isn't hindsight brilliant? Had we known about *Sega Soccer Slam* back when the company first decided to bite the multiformat bullet, chances are we wouldn't have been whooping like schoolgirls at a Gareth Gates gig. That the game is an abject disappointment should come as no surprise. Sega are, after all, rubbish at making footy games. Just look at the *Virtua Striker* series, with its punt-chase-repeat gameplay. But what's weird is that someone, somewhere, mistook *Virtua Striker* for an ultra-authentic simulation and drew the (far from obvious) conclusion that what we really needed was something, you know, a bit more *wacky*.

What we get are cartoon characters slugging it out in four-a-side matches. Throw-ins and fouls go straight out the window, as indeed does any notion of tactics or teamplay. Even for an arcade-based footy game, scoring is absurdly easy and consequently provides almost no satisfaction.

STUD HARM: Batter the goalie with enough Nat Lofthouse-style challenges and you knock off items of his equipment.

Just batter your way upfield, charge a shot and – bosh! – nothing but net. There's even a combo meter which charges as you pull tricks and once full, clicking L1 transforms your player into a glowing, goal-scoring machine. A spotlight also appears on the pitch at random intervals, and if it's showing your team's logo, it enables a super-shot, complete with flo-mo effects (*sigh*).

Elsewhere, there are a couple of minigames to sample. In Hot Potato the clock counts down until the ball explodes, with success dependant on how long you can hold on to the ball before letting go. The other one's called Brawl, which could scarcely be shallower without becoming the Appleton sisters.

But come on, it must be a bit of a laugh? Er, not unless jerky animation, ugly character design and shonky collision detection split your sides. The commentary is toe-curlingly embarrassing – delivered with an English accent seemingly modelled on Daphne's brother in Frasier. Worse, the gameplay's crippled by an abysmal framerate, negating any hope of a fluid match. The AI also seems a little suspect – build up a lead against the CPU and suddenly your shots start going astray while its efforts are flying in like cruise missiles.

Sega probably want you to think *Soccer Slam* is a fast and fun alternative to *Pro Evo*. But here's the thing: *Pro Evo* is *already* fast and fun. That's exactly why we squander every lunch break playing it and you buy it in droves. This, on the other hand, is charmless, inconsequential tat and should be avoided. **PSM2**

Sega Soccer Slam *is out now*

"SEGA ARE, AFTER ALL, RUBBISH AT MAKING FOOTY GAMES. JUST LOOK AT THE VIRTUA STRIKER SERIES"

INSIGHT

- Black Box Games' first ever release was the (again Sega published) *NHL2K* for Dreamcast.
- During the 1994–95 season minor leagues in England, Belgium and Hungary experimented with the kick-in as an alternative to the throw-in. Unsurprisingly, it didn't catch on.

SVEN'S CHOICE

1. **PRO EVOLUTION SOCCER 2** You've read the review, you know the score – the best just got better.
2. **FIFA 2003** A welcome return to form for EA's flagship franchise.
3. **SEGA SOCCER SLAM** Third place, and deservedly so, for Sega's lazy attempt at 'fun' footy.

PSM2 VERDICT

GAMEPLAY
+ Some modicum of enjoyment in multiplayer.
– But your attention still wanes long before the final whistle

GRAPHICS
+ Colourful characters and flashy spot effects.
– Dire framerate and unattractive design.

SOUND
+ Jaunty little jingles when you score.
– Worst commentary, ever.

LIFESPAN
+ The ten-match Quest mode takes a short while to play through.
– But why, in the name of all that's holy, would anyone bother?

OVERALL
There's plenty of room on PS2 for an arcade footy game with quick-silver gameplay and vibrant visuals. Sadly, this ain't it.

36

SLAM DUNKED

OUT UK NOW

KNIGHT RIDER

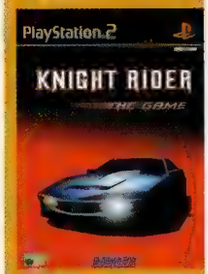
M... Michael... I appear to be... be... experiencing a m... major... malfunction...

You may be growing ear hair. You may remember Airwolf, The Banana Splits and when Jason Donovan was just as famous as Kylie Minogue. And you may have watched Knight Rider – not as an ironic joke, but because you actually *enjoyed* watching it.

Well, this is a game 'Especially For You'. It's got 'Michael' in it. It's got 'Devon' in it. And it's got that famous talking car in it. It almost makes you want to crack open a can of Quatro in celebration. But that's not Michael's real voice. That's not KITT's real voice. And what the 'Jan Michael Vincent' is that handling all about? Push the stick and KITT responds a second later. It's as if they've taken one leaf too many from Knight Rider's book and given you a car that *you're not actually in control of.*

OLD RED EYE IS BACK: Once this was the coolest car in the world. Now it looks like a crock of shit. With fins.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE



DETAILS

KITT is so big and fat that you can't see past him to have a look at what's immediately ahead, meaning that you crash into every object that you're supposed to Turbo Boost over. But let's remember it's not all about driving – fortunately the missions are crap too.

You're here to thwart an evil bank-robbing gang, which involves driving up and down a stretch of road going to checkpoints – sorry, that'd be important story-based events – at either end of the game's microworld. Occasionally you need to 'scan things', or 'bump into stuff' or 'go up on two wheels' for a bit.

As far as we're concerned they killed off Knight Rider for a reason – it was rubbish. Please don't re-animate its rotting corpse. **PSM2**

OVERALL
It's an ill-conceived and painful little game that sullies what few good memories we have of a show that was, at best, crap.

27

SH*TE RIDER

BOXCAR WILLIE: Aw, come on. Look at it. Someone is clearly having a giraffe. The in-game cars look like shoeboxes.

KITT FOR BRAINS: Nice side-on replay stuff shows KITT clearing obstacles. Shame you can't see them from the in-game view.

OUT UK 28TH NOVEMBER

DRAGON BALL Z: BUDOKAI

New balls, please – it's the franchise that's spawned six million Internet hits and even more cheap jokes.

New agers, eh? Primal screaming? Anime characters *invented* that – and they've got a lot more to be upset about than being neglected in the womb. Why's this relevant? Because that's what *Dragon Ball Z*'s about – hitting people, blowing stuff up, 'training' a lot and SHOUTING REALLY LOUD.

OK. Hitting people's well covered – after all, it's a beat-em-up. Interestingly, instead of twirling the stick to produce fireballs, you just tap ◎ – the 'Ki' button. This lends a simplicity to combos – just tap in the right sequence, and you'll unleash a volley of fire on the last hit. The real skill's in reflecting fireballs, timing your dash attacks and side-dodging. Shallow? A bit – the best moments are *DOA*-style plummets off/through cliffs, and it's this kind of brain-pleasing overkill that's a staple of the series. Cleverer is the Skill Card system. Victories in Tournament or Story mode are rewarded with cards that give the user extra power, special attacks or transformations – like Goku's Super Saiyan mode. You can assign seven to a character – we, naturally, go for special attacks because defending is for babies.

BALL OF THE WILD: *DBZ* features the customary pressing together of the palms and the summoning of magic orbs of pain.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

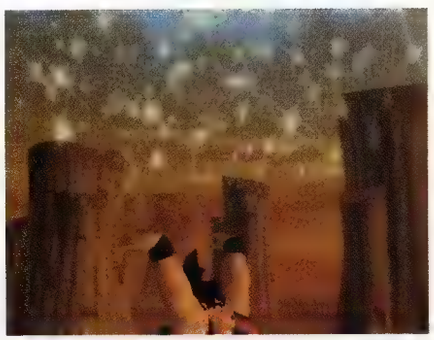
DETAILS

Shouting? Yeah, quite a lot – in cutscenes that'll summon tears for anyone who's seen the series. That's the essence of *Dragon Ball Z* – anyone who recognises Piccolo and Vegeta will love it, but for anyone else there's nothing to recommend it above *Street Fighter EX3*'s equally spectacular combos and edit system. **PSM2**

OVERALL
A three-quarter-arsed version of a decent show of a great comic, *Dragon Ball Z*'s competent enough, but won't impress non-fans.

60

BALLZ



ASTERIX THE BALL: Goku and chums are so insanely popular there's a fair chance you'll buy the game regardless of our review. Tsk.

LEGENDS OF THE BALL: It's not exactly realistic. But what do you expect from a game based on a Japanese cartoon?

"THPS4 IS BRILLIANT. THERE, WE'VE SAID IT. WHATEVER YOUR SKILLS - THPS4'S GOT THE CHALLENGE TO MATCH"

OUT UK now

TONY HAWK'S

"YOU'VE GOT THE MASTER THE COMBO SYSTEM. BE BRAVE - IT DEMANDS

TONY HAWK'S PRO SKATER 4

"Mmm... elephant dung." Tony Hawk dumbs down, taking extreme sports to intelligent new heights. Yes, weird...

REVIEWER: Daniel Dawkins

OK, this is how it works. If you're a die-hard *Tony Hawk's* fan, skip the next 162 words and meet us at, say, the third paragraph. Off you go, then. Right, still here? Good... we've got a brutal confession to make. Basically... erm... most of the PSM2 team didn't like *THPS3*. Don't get us wrong, *everyone* thought it was a great game – y'know on the surface – but only a few of us could actually be bothered to play it. Honestly, *THPS3* was too bloody difficult – at times, *infernally* difficult. Some folk just didn't have the patience to learn all the combos.

We're not talking rocket science, either. Not just problems nailing 600,000 points on the Cruise Ship or finding the stat points in Tokyo, but difficulty doing manual rolls or, er, basic combos. As a result, certain team members – let's call them Parcus, Ronnie and Bilf – didn't get to see the game in its full glory. Even those who *could* nail million point combos, sweated like bin-bagged sumos trying to finish the Career Mode. For all the longevity and addiction, *THPS3* just wasn't that much *fun*. So no one was *really* looking forward to the sequel, but...

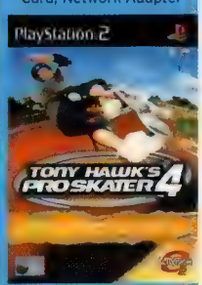
...*THPS4* is brilliant. There, we've said it. Almost miraculously, Neversoft have made the game harder *and* easier – cuddling novice gamers and appeasing the masochistic leanings of 200-string combo veterans. The Career Mode's longer and steeper than ever, and this time the path starts a lot further down. If you're tearing out your eyebrows trying to hit 800,000 points at the Zoo, just head back to Alcatraz and play baseball – using your deck as an impromptu bat – or sit on your arse and zoom around the bendy banks of Kona. Whatever your skills – *THPS4*'s got the challenge to match.

Career Mode's the biggest improvement. Neversoft have, sensibly, removed the two-minute time limit and strict objectives for each level. Now you just jam around the free-roaming levels picking off tasks at leisure. Talk to a character – like fellow pro Steve Caballero or a roaming civvie – to receive a fresh challenge. The pacing and intensity is sublime. Tasks vary from ten-second madcap dashes collecting pink ▶

SNAP AND TICKLE: Some objectives require you to perform one-off stunts or combos for photographers, earning cash and stat points.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Neversoft
- **PUBLISHER** Activision
- **GAME TYPE** Extreme Sports
- **PRICE** £39.99
- **EXTRAS** DualShock 2, Memory Card, Network Adapter



DETAILS

- Seven levels, including Alcatraz, Kona and San Francisco, plus two secrets – Carnival and Chicago.
- 14 real-life skaters including returnee Bob Burnquist, plus secret characters like skate legend Mike Vallely.
- 35 song licensed soundtrack featuring AC/DC's TNT, Run DMC's My Adidas and NWA's Express Yourself.

PRO SKATER 4

NEUROSURGICAL CONCENTRATION AND THE DEXTERITY OF JON SQUIRE"

IMPACT POINT

HAWKING IN THE AIR: There's a new double-tap trick system, giving each rider access to over 72 basic grabs, flips and lip stalls.

ARSE AND YE SHALL RECEIVE

BREAD AND BATTER: The baseball minigame in Alcatraz is

TRUNK AND DISORDERLY:

▶ elephants – requiring exemplary planning and precision grind skills – to full blown *THPS3*-style compos and collecting SKATE letters.

Other objectives are indulgently surreal. In Alcatraz, you've got to skitch (cadge a lift) from the warden's buggy and launch 150ft off a wonky quarter pipe. Later on, you've got to blast off a 360° loop and hit a seabound dartboard – a bit like the free-kick challenges in *Pro Evo 2*. One second you're racing the cops around Trafalgar Square, the next feeding hippos in the Zoo. It's multi-cuisine gaming – from pie 'n' chips basic to Beluga Caviar complex. Every task is tight and cannily-playtested, much like *TimeSplitters 2*.

Mercifully, you've only got to nail about half of the tasks to unlock the next level. When you amass enough Pro Points, you'll graduate to your skater's specific Pro Challenge, which you must succeed to 'finish' the game. Pro Challenges reflect skaters' real-life heritage, so with Jamie Thomas, for example, you've got to replicate a trick-packed photo-interview from his early career. Conversely, Tony Hawk needs to hit a certain number of vert tricks – all invented by himself – in a strict time limit. Unlike *THPS3*, the Career Mode really feels different from skater to skater.

Where *THPS2* gave us the manual roll, letting you link flatland tricks in combination, and *THPS3* gave us the revert, letting you link ramp tricks, *THPS4* introduces the spine transfer, letting you link *everything* in one fluid, mega-scoring run. Simply hold R2 to 'transfer', or leap, over spine ramps – two quarter pipes back-to-back – or straighten yourself out mid-spill. Basically, you no longer need to push forward to exit a bowl, while spinning off the edge of the ramp isn't guaranteed to end in busted teeth. For experts, the effect is liberating, letting you combo out of every situation. For beginners, it's just bloody handy – Neversoft are covering all the angles.

Polish sparkles from every kerbstone. Skaters bloody their elbows after vicious slams, while graphics rub off from the underside of the deck

"SKATERS BLOODY THEIR ELBOWS AFTER VICIOUS SLAMS, WHILE GRAPHICS RUB OFF FROM THE DECK"

BAG HAIR DAY: The create-a-skater mode's better than ever – you can buy comedy wigs, pants and vintage '80s skateboards.

TONY HAWK'S PRO SKATER 4

"SUNNY-DAY RELIEF"

GRAHAM TRAILER: The Park Editor's easy to use, with oodles of new obstacles.

DECK TEASE: More skater movies and out-takes - compare this shot to Rodney Mullen on the top left. Christ, it's like a *photo*.

CLONELY PLANET: Us? Give away the secret characters? *Phhrrt*. All London bus drivers dress like bounty hunters.

KEEPIN' IT WHEEL: Mullen's logic-defying Rusty Slides are a new special move - demonstrated here on the secret Carnival level.

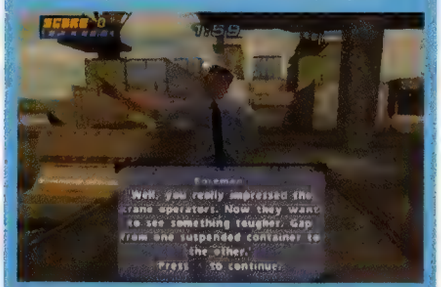
DUEL THIEF: In two-player fave Graffiti, trick on an object to 'steal' it and score a point - naturally, the best trick wins.

RAA-RAA AND PRO

Seven levels, with 16 objectives each, plus five hidden pro tasks and one terrifying Pro Challenge – that's *THPS4*'s Career Mode. Each completed task earns Pro Points and cash, which can be traded for new decks, skaters, levels, outfits and cheats. Officer Dick shirt, anyone?

BELL MACPHERSON: In some objectives, the crowd call

LETTER RIP: Occasionally, you've got to collect all the SKATE letters in a single combo - the lines are incredibly tough.



GEORGE FOREMAN: marked by arrows to receive a task - you can restart at any time.

COP TO BOTTOM: Lie on your arse and chase the old bill around London - you'll need lightning reflexes to stay on track

INSIGHT

THPS4 secret character Mike Vallely was the first skater to pioneer twin-kick skateboards – decks with a nose and tail of equal length. Mike's possibly the hardest man in skating, and once issued a worldwide challenge for skaters brave enough to fight him.

"THE FINAL OBJECTIVE IN ALCATRAZ - A TRI-LEVEL, RAMP/DRAINPIPE/BOWL COMBO OVER THE ENTIRE LEVEL - WILL PUSH DEVOTEES TO EXPLOSION POINT"

after continued abuse. Better yet, every level's nearly three times the size of *THPS3*'s sprawling Los Angeles. The Create a Skater mode's staggeringly responsive, with minute control of your rider's waist, bicep and chest size – and you can splurge your Career Mode cash on a variety of clown hats, police shirts and spotted pants. The two-player's as compulsive as ever – with new modes Combo Mambo and Score Challenge – while the Park Editor's bigger and friendlier.

Niggles? The tennis sub-game's blighted by duff controls – your skater swings unprompted. The graphics are solid, not exceptional, while there's the usual problems with tight turns and occasionally suspect collision detection. The only real flaw, *still*, is the difficulty. Despite concerted efforts with free-form objectives and light-hearted gameplay diversions, there comes a time when you *have* to tackle the tough tasks.

The final objective in Alcatraz – a tri-level, ramp/drainpipe/bowl *combo* over the entire level – will push *THPS* devotees to explosion point. There's absolutely no ducking it. At some stage, you've got to master the perfectly fair, yet mercilessly unyielding, combo system. Be brave – it demands neurosurgical concentration and the manual-dexterity of Jon Squire – but you *will* be leaping on to previously unthinkable 200ft skywires as part of a gut-churning combo. For every cricked neck, bruised finger and ruinous expletive, you'll punch the air in exam-passing, sunny-day relief – craving the next nervous high like a masochistic stadium rock star.

Back in the early '90s, skating lost its way. In the quest for hyper-technical flippery, decks became ruler-thin and wheels smaller than polo mints. You couldn't roll faster than 5 mph, and you spent half your time crying over implausible flip tricks with shins riper than boiled beetroot. Then, almost overnight, decks got bigger, wheels got fat and everyone started whacking big ollies and rolling around on their backside *just for the fun of it*. Modern skateboarding was born – the marriage of technicality and chuckling lunacy... the Jackass generation.

It's the same with *THPS3* and *THPS4*. The gruelling technical focus was an unavoidable step on the path to a brighter, less-exclusive today – where brass balls are valued just as highly as 900° flips. True, you might *never* make that million point combo, but you'll have a whole lot more fun on the way. **PSM2**

zipping round stores

MARGERA'S CHOICE

1 **TONY HAWK'S PRO SKATER 4**
Free-roaming, tough and addictive - A peerlessly comprehensive package.

2 **SSX TRICKY**
A triumphant fusion of visceral impact and reflex gameplay.

3 **AGGRESSIVE INLINE**
The first game to employ free-roaming objectives, with imaginative levels and tight controls.

PSM2 VERDICT

GAMEPLAY
+ Supremely tight, unreasonably deep
- Fiddly close control, so much to learn.

GRAPHICS
+ Huge, rock-solid levels. Nice animation.
- Nothing *truly* spectacular.

SOUND
+ Great crunches and licensed soundtrack
- Some tunes grate instantly

LIFESPAN
+ Incredible depth, with a universe of secrets.
- Will you have the patience – or ability?

OVERALL
Neversoft have carved a new direction for extreme sports. Playing *THPS4* might be difficult, but enjoying it certainly isn't.

94

GNARLY PERFECT

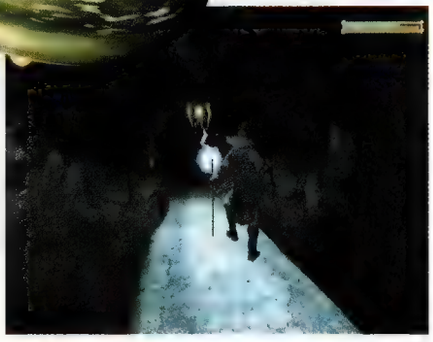
ORC THIS WAY: You'll often find yourself surrounded by these ugly critters. They 'want some'.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Surreal Software
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** Action/Adventure
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, DualShock 2

DETAILS
- True-to-the-book adaptation of Tolkien's epic tale.
- Lets you play through some of the most famous scenes in literary history.
- Significant enemies, such as Balrog, feature as Boss characters.

OUT UK NOW

THE FELLOWSHIP OF THE RING



DEMONING OF LIFE: The terrifying - shyeah, right - Balrog's an ancient Demon that Gandalf faces off with in the Mines of Moria.

The bloody ring saga continues. Or rather *starts again*, in Vivendi's all-new game of the book.

REVIEWER: Adrian Lawton

Yes, we know we reviewed *The Two Towers* two months ago – just bear with us here. See, this action/adventure from Vivendi is based on the first *book* in Tolkien's epic fantasy tale, unlike EA's title, which actually covers *both* the first two *movies*. But not the books. Clear? Good.

Coded by Surreal Software, the folks responsible for *Drakan: The Ancients' Gates*, *Fellowship*'s a bit of a mixed bag. The early levels in the Shire and the Ancient forest are sluggish and full of dreary tasks (find the deed to Bag End; get the windmill working by looking for a metal pin; find your missing companions. Yawn). It feels like an age before you actually do anything of note at all. Then, just when you're thinking about another go on *TimeSplitters 2* instead, it goes and does something exciting. Like chucking a couple of dirty great trolls at you.

Once the scrapping starts, things begin to pick up. Not only do you control hairy Halfling Frodo, but also moody Aragorn and mystic old duffer Gandalf, each with their own particular strengths. The Hobbit's titchy, but he can wear the One Ring to make himself invisible for a time (though overuse corrupts his soul and is potentially fatal), while Gandalf has a bunch of magic spells up his tunic and Aragorn wields a powerful sword and a bow for ranged attacks.

Fighting's simplistic, but entertaining enough due to the variety and design of enemies. Orcs, goblins, Dark Riders and the Balrog all crop up, and while their AI's pretty suspect, they make great sword fodder. It's sometimes engrossing; particularly battling through the gloomy Mines Of Moria as Gandalf the Grey – but its ties to events in the story mean that there's little room for exploration – you're always being shepherded towards the next location.

This is generally solid, if uninspired, stuff, and being based on the book, features scenes not in the film, which Tolkien disciples will undoubtedly enjoy. But the majority of folk (beard-scratchers excepted) may well prefer the non-stop orc-slaughtering of EA's game instead. Bosh! PSM2

Out now, my precious.

ARROW, ARROW: Trolls swing their massive clubs around to thwack you, so stick to ranged weapons with them.

INSIGHT

Tolkien's Lord Of The Rings saga is so huge and detailed it took him 12 years to complete, and has now sold over 100 million copies.

BILBO'S CHOICE

1. **THE TWO TOWERS** A repetitive and somewhat simplistic slasher, but high production values means it certainly looks the part.
2. **DRAKAN: THE ANCIENTS' GATES** OK-ish Dragon riding adventure marred by uninspired gameplay.
3. **THE FELLOWSHIP OF THE RING** Surprisingly enjoyable effort but doesn't really do anything original.

PSM2 VERDICT

GAMEPLAY
+ Frantic combat, good variety in the playable characters.
- Dull quests initially. Some annoying sudden death situations.

GRAPHICS
+ Nice creature design, some great looking levels.
- Shallow draw distance results in pop-up and fogging.

SOUND
+ Rousing soundtrack and atmospheric effects.
- Lame voice acting for the most part

LIFESPAN
+ The story'll keep you going to the end.
- Once you've finished, there's nothing to come back for.

OVERALL
A half-decent attempt at doing this epic tale justice. Get through the initial boredom to find an entertaining adventure within.

70

RING-A-DING

OUT UK 6TH DECEMBER

GHOST RECON

Look! I'm a action/strategy game based on a Tom Clancy novel. Tenner says you don't read on...

Unless you're a Clancy fan, this is where you scan the page, think "ooh, brown" and get back to *Vice City*. Problem is, games like this only really work on PCs with hi-res monitors and keyboards that can handle 200+ commands. So, are Ubi Soft successfully evangelising squad strategy to the non-fatigue wearing massive? Well, almost...

The year's 2008, the world's on the brink of apocalypse and you've got to avert disaster by guiding six men around a field firing one bullet every six minutes. Don't laugh – this is compelling stuff. Following a comprehensive Training package, you'll soon learn that p.a.t.i.e.n.c.e. and planning are the key to victory.

The pattern? Advance Team Alpha one inch. Send Team Bravo on diversionary run. Zoom in with sniper rifles. Repeat. Thing is, it's oddly rivetting – you'll relish the creeping tension, flitting between menus and mumbling commands under your breath. It's glorified chess, but with real-time pieces and a selection of tactical weaponry.

Problems? Your team mates are divvies – send them too far ahead, and they'll get slaughtered. And aside from some neat focusing effects, the graphics are perfunctory. PC nuts have seen it all before, and console casuals won't care, but this is a reasonable, semi-cerebral digestif after a frantic day on the streets of Miami. **PSM2**

Out on 6th December

JEEP AND CHEERFUL: Your team is divided into two parties, Alpha and Beta, and you can switch between troops in real-time.

INFO

- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **PRICE**

DETAILS

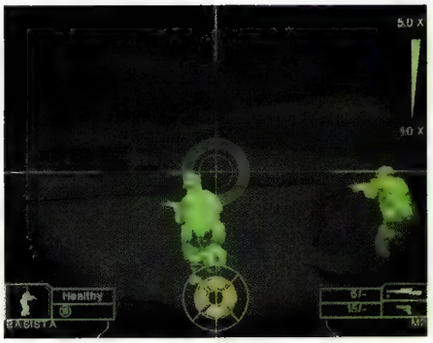
- 23 levels.
- Training, Exercise, Statistics and Campaign modes, plus exhaustive Special Features.

OVERALL

Slow and largely uneventful – but the knife-edge tension will keep you crawling into enemy lines long into the early hours.

65

SPOOKED



JULIAN SCOPE: The night missions are extremely challenging - zoom in and snipe the horizon methodically to pick off foes early.

CROUCH POTATO: Stealth is imperative, so you spend half your time crawling forward, providing covering fire for your allies.

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18

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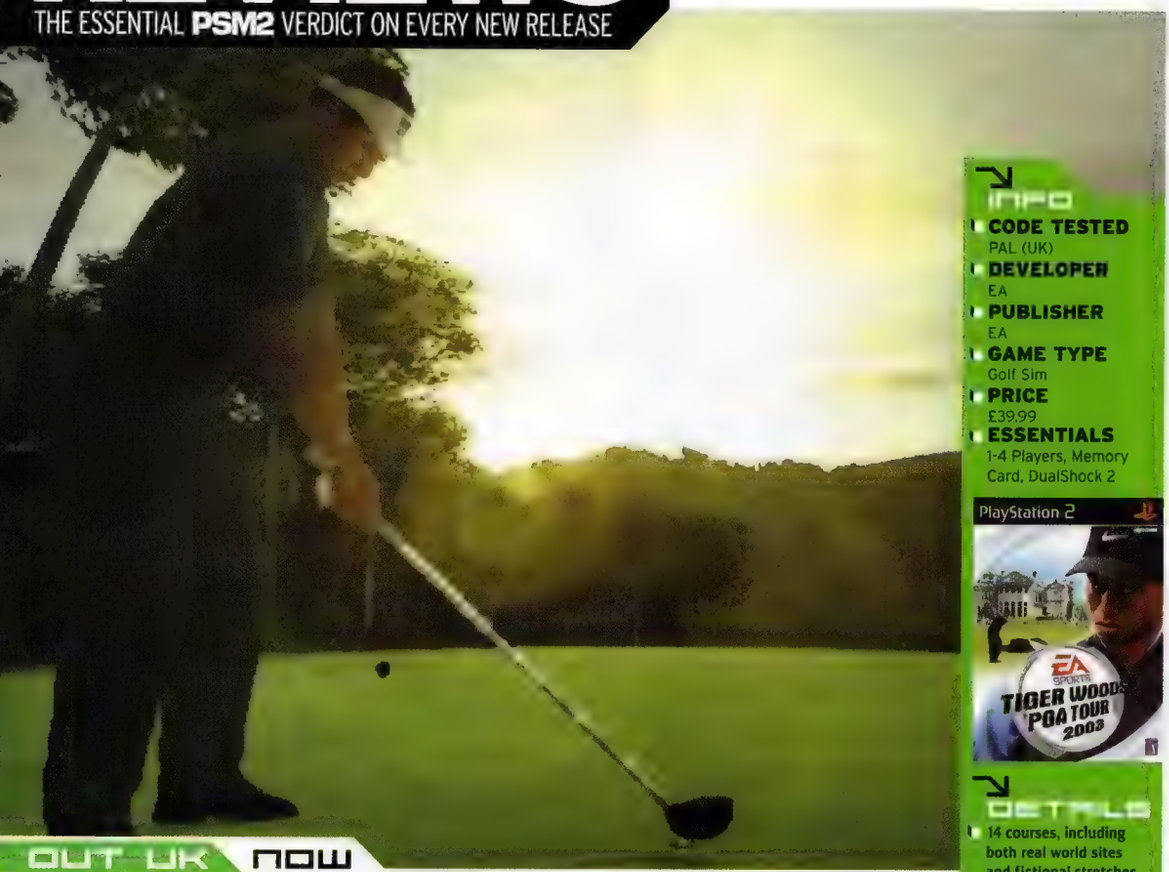
MINCE PIES = eyes
Get ready for the Getaway

PlayStation 2
THE PARANOIA PLACE THE SCHIZOPHRENIC PLACE THE HOSTILE PLACE THE THIRD PLACE



OUT UK NOW

TIGER WOODS PGA TOUR 2003

Shelve Mr Sheen – woodwork doesn't come more polished than this...

REVIEWER: Jonnie Bryant

The thing, is *Tiger* only really starts to pay out once you, literally, get into the swing of things – no, don't groan. Up to this point the game's a horrid knot of shouty frustration as you learn to give up the triple taps and adapt to the way of the left analogue stick. Pull it towards you for the back swing, follow through by pushing forward, and... CRACK. Off it goes at right angles into the nearest gorse bush. Knackers.

You see, moving the stick backwards and forwards with the correct timing while remaining exactly within the vertical plane – nevermind worrying about power boost and spin – is club-bendingly difficult.

Stick with it, though, and (after about an hour's play) *Tiger* quickly trapans your skull with a driver and the light comes flooding in. Pull back, tapping R1 continuously to power up your drive, then shunt the stick forward with exactly the correct timing to trigger a special strike cutscene that leaves a small flaming divot where your tee once sat. It's here, and only here, that the wealth of modes and options finally come into their own – it's probably best to get yourself a bib at this point, there's a hell of a lot to tuck into.

Chew beyond the tutorials and quick play options and you'll find a huge assortment of features to work your way through. There's a Tiger Challenge that allows you to unlock extra players by beating them in a head-to-head contest; the equivalent of a firing range in the guise of the target strewn Skill Zone; and a Pro Shop that allows you to fritter cash on performance enhancing equipment – to name just a few.

But it's the inclusion of the Online Events and My Tour sections that have caused the greatest stir round here. The first one links to a website where you can upload your performance in set tournaments and then be entered into draws for cool prizes – smart thinking, EA – while the second allows you to create custom courses, review your best strokes and keep an eye on how much of the game you've unlocked.

Stats, hidden items and customisation to the extreme then, but there are still a couple of areas where this pulls up short of the pin. The save system is overly awkward with you having to wade through way too many screens just to get back to the action. And we can't agree with the sudden switch of camera angles that gets in the way while you're attempting to spin the ball to a perfect lie. But these are just minor quibbles in what is otherwise a superlative balance of gamers' gaming and sim fan's attention to detail. Which makes this, as far as we're concerned, the best golf game out there at the moment. PSM2

All wannabe alfresco clubbers should get this in immediately.

"TIGER QUICKLY TRAPANS YOUR SKULL WITH A DRIVER AND THE LIGHT COMES FLOODING IN"

SWIPER DRIVE: Stroke speed varies for each player, but getting it aced brings a stack of visual rewards.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Golf Sim
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, Memory Card, DualShock 2

DETAILS

- 14 courses, including both real world sites and fictional stretches of grass.
- 27 playable characters including both caricatures and recognisable ball thwackers from TV.
- Ten play modes: Tiger Challenge, Scenarios, Stroke Play, Match Play, Skins, Tournament, Online Events, Practice, Speed Golf and Skill Zone.
- Eight selectable music tracks to accompany your swinging stroll in the countryside.

INSIGHT

Naturally, Tiger's had a sports psychologist since he was ten – a guy called Jay Brunza. Brunza once said of Tiger, "He's not going to burn out because he plays for his own joy and passion." Reckon that means *PGA Tour 2004*'s a definite...

FINAL TAP: Play speed golf as a two-player game and *Tiger* mutates into a bemani party title.

BULL SIGH: The Skill Zones offer another great distraction from the usual round of 18 holes.

WOOSIE'S CHOICE

1. **TIGER WOODS PGA TOUR 2003** Comic and serious in equal proportions with an abundance of quality features bulging under its turf.
2. **TIGER WOODS PGA TOUR 2002** Limited range of courses, but the first to use the analogue stroke magic.
3. **SWING AWAY GOLF** This could have been another *Tiger*, but for arcade madness, this still does the trick.

PSM2 VERDICT

GAMEPLAY
+ The perpetual 'sweet spot' landings on the fairway are history
- It'll take time to perfect those swing skills.

GRAPHICS
+ The facial details and character animations are eerily real.
- Camera cuts are annoying at times.

SOUND
+ A massive array of audio options available.
- A rawk soundtrack that sits at odds with the pastoral scenery.

LIFESPAN
+ Lots of stuff to unlock plus fresh challenges hot off the Net.
- You've got to dedicate yourself to master that swing.

OVERALL
EA and Tiger bring home another winner and put the fear of God into anyone thinking of breaking into the market.

80

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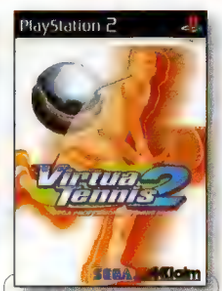

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Code: PT0347
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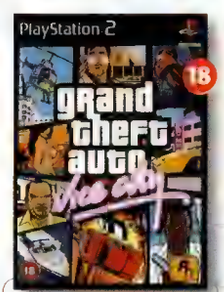

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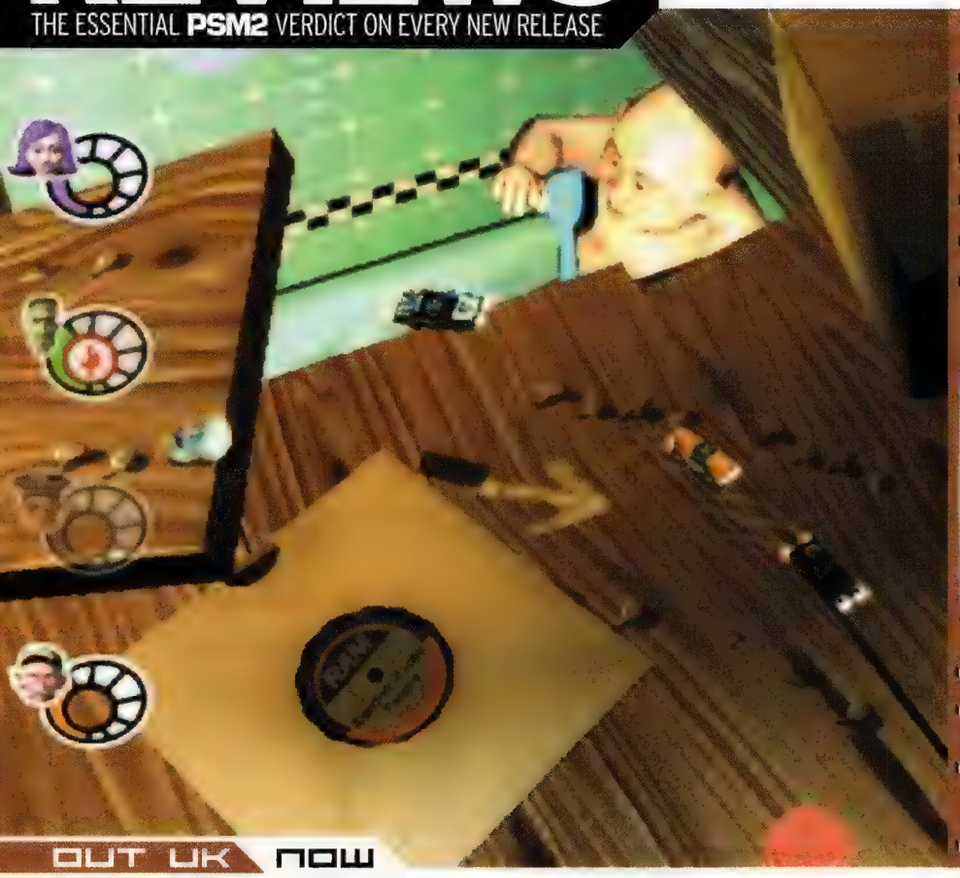

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INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Infogrames Sheffield
- **PUBLISHER** Infogrames
- **GAME TYPE** Racing
- **PRICE** £34.99
- **ESSENTIALS** MultiTap2, 1-4 players, DualShock 2

PlayStation.2 **WIP**

DETAILS

- Eight hi-larious characters.
- Five vehicle 'types', including motorbikes and boats.
- Bomb Tag, Championship, Odyssey Time Trial and Tournament modes.
- Ten weapon types.

CRACKER KHAN: Hit crackers and they'll either jet you forward or send you spiralling off the track – que sera, eh?

POND AMBITION: The water's shimmery, and the course is laid out by lines of marching ants. Nice touch.

MICRO MACHINES

Whoever said that the best things come in small packages clearly hadn't played this...

REVIEWER: Joel Snape

Remember when *Micro Machines* was the best game ever? Two people could play it on a single Gameboy. Every fall off the pool table seemed physically agonising, and no into-the-screen racer could match it. But, things have changed since then. *Micro Machines* just isn't as exciting anymore. And it's difficult to say why that is.

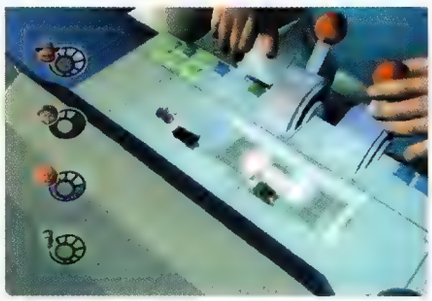
The graphics? Nope, nothing to do with them. Those Honey I Shrunk The Kids-ish backgrounds have been updated with shimmering water, moving animals and some superb lighting effects. The gameplay? Well, no, because it's the same – the only change since the Mega Drive version's the wider availability of weapons and turbos. And the multiplayer games still have the trying-to-get-a-clear-screen-ahead dynamic, which works well.

Maybe it's the level design – there's an unsettling degree of inconsistency as to how far off-track you can stray before your car explodes. A tiny red exclamation mark warns you – but there's nothing you can do other than backtrack and lose ridiculous amounts of time. Some of those comedy animals – mice and cockroaches in particular – skitter randomly across the track, increasing your chances of being taking out by something that you've got no control over. Shortcuts generally don't seem as cleverly constructed, so there's far less potential for learning the track and chancing it to get ahead of your opponents.

But partly... maybe it's *us*. As gamers, we've evolved – we've got faster reflexes, we can cope with more buttons, we need more stuff happening to keep the excitement going. Simplicity in games isn't necessarily a bad thing – look at the amount of wretched driving games with homing missiles bolted on – but this needs to be faster, or better, or *something*.

Micro Machines isn't terrible – it's just a game that's been surpassed by sharper, more exciting driving experiences. PS2 needs a kart-style game that's a whole-arsed attempt at shaking up the genre, rather than a series of tatty wannabes that are clearly aimed at unthinking parents. And until it turns up, we'll just have to stick to *Burnout 2*, and our memories. **PSM2**

Micro Machines is buzzing about the shelves right about now.



LEVER ALONE: Drive over the middle bit, and you might – or might not – explode. It's tricky to see what the difference is.

INSIGHT

- *Micro Machines* were originally advertised by John Moschitta, officially the world's fastest talking man at an unintelligible 530 words a minute. He's also well known for his appearances in Transformers: The Movie and Blankman.

"MICRO MACHINES ISN'T TERRIBLE – IT'S JUST A GAME THAT'S BEEN SURPASSED BY FASTER, MORE EXCITING DRIVING EXPERIENCES"

MORANIS' CHOICE

1. **MICRO MACHINES** The most fun you can have with tiny cars on PS2 – but that's still not much fun.
2. **RC REVENGE PRO** Little cars, little tracks, and very little imagination or any fun at all. Bah.
3. **STAR WARS: SUPER BOMBAD RACER** Ickle Darth and ickle Anakin go head-to-head in a shameless super-deformed version of that pod racer sequence.

PSM2 VERDICT

GAMEPLAY
+ Good fun, in a knockabout sort of way.
- Tracks seem badly thought out, with terrible power-ups.

GRAPHICS
+ It's all about the details – like the chickens and rats.
- The cars are a bit tricky to tell apart.

SOUND
+ Some of the car horns play great little tunes.
- Dreadful music

LIFESPAN
+ Plenty of fun with an equally matched opponent.
- Championship mode's almost insultingly easy.

OVERALL
***Machines* is a game of its time – which was about seven years ago. It's difficult to say what could've rescued this from average-ness.**

59

LITTLE FUN

OUT UK NOW

WRECKLESS: THE YAKUZA MISSIONS

Don't be misled by the title of this one. Wreck*less*? It's got flipping *loads* of them.

Ever seen Police Story? There's a brilliant bit where Jackie Chan's stunt posse hurtle downhill through a village in cars and trash the entire place in the pursuit of one tubby middle-aged crime-boss. Yay. Now – imagine that with glaring pop-up, plodding along like a monkey in a diving suit. That's *Wreckless*.

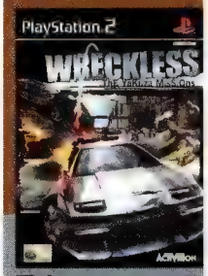
Brainless, loud and daft, it's *State of Emergency* in cars, except that Vis' riot-em-up matched ambition with technical clout. *Wreckless* might have more market stalls to smash than any game ever, but the camera's off-putting and the cars look like they're floating. Pity, because the game relies on those crashes to distract you from the lack of thought put into the missions. Try this – you've got to deliver seven blood packs to the hospital (eschewing the moral implications of running down 300 bystanders on the way). Clearly, crashes are to be avoided – except that it's infuriatingly inconsistent, with a plummet off a freeway on to the roof leaving you undamaged, but a brush with a pillar losing you a bloodpack.

Other missions are equally nonsensical – there's even one that tries to be a platform game, except that whenever you fall on to your roof, it resets you *facing in the wrong direction*. The AI's shambolic, the restart points haven't been thought through – it's like a band trying to disguise their lack of talent by playing really, really loud.

And don't be fooled by the 'sub-missions new for PS2' claim – most just involve completing the existing mission faster. Shameful. **PSM2**

CRASH COARSE: There're a lot of cars flying about at once, but, sadly, this isn't up to the graphical standards of other PS2 racers.

INFO
- DEVELOPER: Stealth Studios
- PUBLISHER: Activision
- GAME TYPE: Driving
- PRICE: £29.99

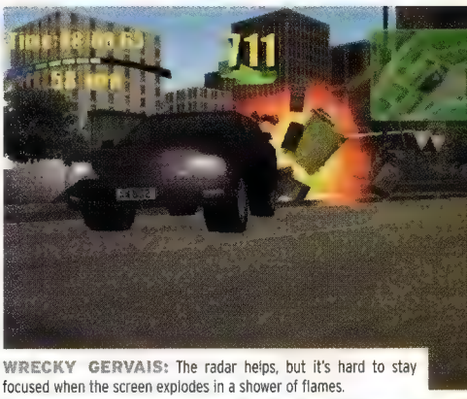


DETAILS
- New PS2-only two-player mode.
- [illegible]

OVERALL
A glorified tech demo for the competition – *Wreckless*' shortcomings stand out horribly, thanks to the woeful conversion.

38

SCRAP



WRECKY GERVAIS: The radar helps, but it's hard to stay focused when the screen explodes in a shower of flames.

BANGERS 'N' SMASH: In two-player Free Chase, both cars are on screen at the same time – like 3D *Micro Machines*, but worse.

OUT UK NOW

ROBOTECH: BATTLECRY

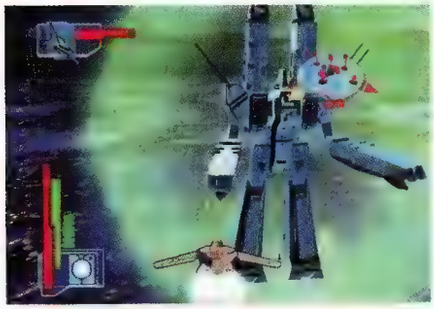
Robot Wars was never like this. If cartoon metal monster mashing's your thing, then read on...

Vroom! Ka-pow! Vrrrnt. Big robots bashing each others' nuts off has to be one of the finest things to have come out of the land of the rising sun. *Robotech: Battlecry*'s cartoon heritage from the *Macross* saga is displayed proudly thanks to the great looking cel-shaded environments and mechs on display.

Here you'll be able to enjoy combat in three distinct forms, thanks to the Veritech fighting machines available to you. You're a plane! You're a plane/mech! you're a mech with a massive gun! Earth is being invaded by aliens and the array of moderately challenging missions take place in cities, on land, in the air and in space – all using your suit's transformation properties.

Gameplay is pretty simple: work out what form works best for which mission, change into it – then it's simply a case of arcadey flight sim action or arcadey first/third-person shooting until all aliens lie at your massive metal feet in ruin.

There's a cartoon feel to the whole thing, so don't expect too many intricacies here. Just follow your HUD and destroy everything that needs destroying. For some this will not be enough. Once you're over the look, the feel and the novelty, there's no real depth there. Missions start to feel like variations of one another and you're left wanting just a little more. For fans of this kind of *Transformers*-inspired madness it's a must have. For those who think that comics are for kids, it might be worth giving a miss. **PSM2**



PLANE AND SIMPLE: You can transform into three guises, including a jet fighter, but the gameplay's incredibly straightforward.

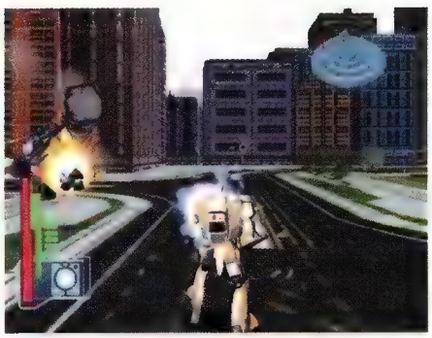
INFO
- DEVELOPER: Vicious Cycle
- PUBLISHER: TDK Mediactive
- GAME TYPE: Arcade Shooter
- PRICE: £29.99

DETAILS
- Three different [illegible]
- A huge variety of [illegible]
- Over 40 [illegible]

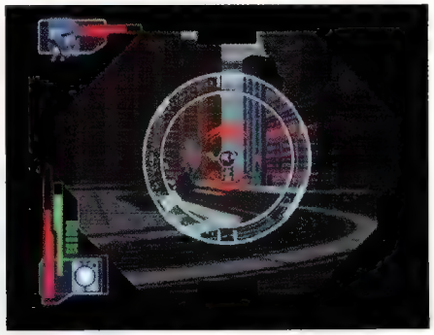
OVERALL
Possibly the best-looking cartoon robot game out there. It's got one-dimensional gameplay, but hey, it's a pretty good dimension.

69

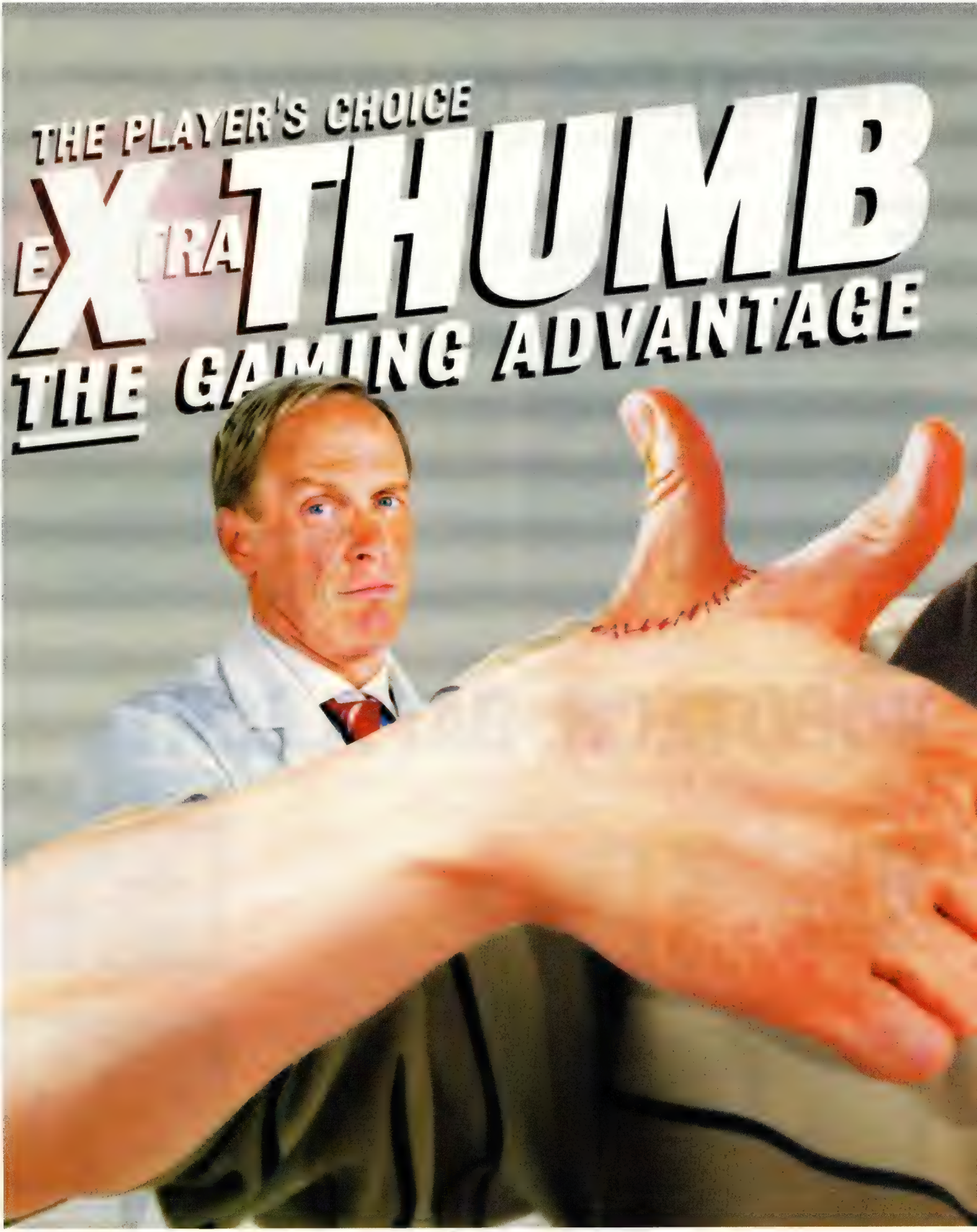
TECH-THAT



THE LITTLEST ROBO: The cel shading is undeniably sexy, a welcome relief from the usual dull chrome and endless green fields.



SIGHT OF HAND: You can zoom in and target your foes with a variety of projectile weapons – well, we should bleedin' well hope so.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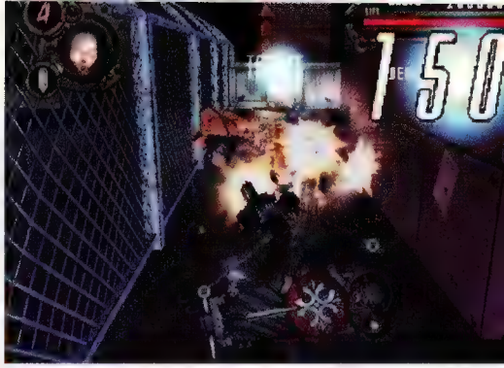
INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Red Entertainment
- **PUBLISHER** Activision
- **GAME TYPE** Third-person shooter
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card

DETAILS
- Ceaseless barrage of action.
- Measly levels.
- Incredible use of DualShock vibes.



COFFIN FIT: See that big number on your top right? That's your Beat meter - if you miss a shot, it'll fall right back down to zero.

GRAVE HEART: Build up your Beat meter and choose from a variety of special attacks, including the vicious Demolition Shot.

OUT UK 29TH NOVEMBER

GUNGRAVE

Good looking: Check. Lots of action: Check. Longevity?... Um, longevity?... Helloooo?

REVIEWER: Daniel Griffiths

If they had blood in it, this would be the most violently repulsive game ever. Instead it's just a noisy, boisterous shooter that's designed to keep the mind and thumb stood to attention. For an afternoon. And that's the *'Grave*'s major hang-up: if you can't finish this game in a couple of hours, you're probably holding the pad upside down.

In order to establish *Gungrave*'s place on the shoot-em-up map, they've bagged themselves a unique feature: that the screen is always packed with baddies and explode-able furniture. This makes the completion of each level (indeed, the completion of the entire game) a simple matter of walking from beginning to end, vaguely waving your character in the direction of the cannon fodder that's littering the screen, and letting the auto-aim, well, auto aim.

Occasionally you need to jump up a bit, or may want to leap Woo-style into the thick of the baddies, but the conventional notion of dodging bullets or taking out enemies with stealth or ammo-conserving cunning just doesn't feature. There's zilch efficient head-shot finesse satisfaction here, with the gorgeous carnage and zing-pow graphics actually obscuring a decent-looking and inventive game. It looks great, there's some brilliant diversity in themes and baddies, but the game plays like ten pin bowling – with men. And guns.

INSIGHT

Red Entertainment are a former bunch of Sega programmers which explains the game's looks and full-on arcade feel. We feel.

The RSI-inducing gameplay earns 'Beats' and a topped-out Beat count triggers a bullet dance, a kind of Bossa Nova smart bomb that'll kill everything without you doing anything. There's special weapons to collect, and the fact that your secondary weapon is a rocket-firing coffin is certainly worthy of applause.

Similarly impressive is the game's excellent use of the DualShock 2. Every shot you fire produces a surprisingly strong 'kick' from the joypad – in fact, so strong it may well have ruptured one of our DualShock 2s. Cheers.

Christ, we really wanted to like it. And, to be fair, we did on import. It's 'very fun'. However, the fact that we were able to pick up and finish the game between Popworld and Model Behaviour means that we just can't wholeheartedly recommend this full-price UK appearance. **PSM2**

Gunning for your cash on the 29th.

"IT LOOKS GREAT, BUT THE GAME PLAYS LIKE TEN PIN BOWLING - WITH MEN. AND GUNS"

BRONSON'S CHOICE

1. **TIMESPLITTERS 2** Lots of exploration, lots of killing, lots of brilliantly designed levels. Numero uno.
2. **RED FACTION 2** Similar amounts of outrageous gunplay. Nice story and action, too, but slightly grungy graphics.
3. **GUNGRAVE** Colourful, lots of decent ideas and great fun to play. Just a bit boring and terribly short. Shame, really.

PSM2 VERDICT

GAMEPLAY
+ A torrent of action and fast-fingered shooty fun.
- Bash the fire button and walk about

GRAPHICS
+ Big, bold, bright and b... colourful.
- Explosions can obscure the action.

SOUND
+ Noisy and brash with moody voiceovers.
- Resultant potential deafness.

LIFESPAN
+ Five minute blasts always entertain
- You'll see it all in a few hours.

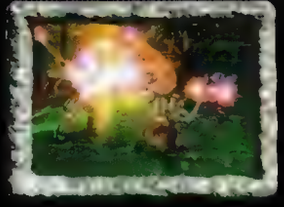
OVERALL
There's big fun, big excitement and big imagination to be had here. Just tiny, *tiny* gameplay and longevity.

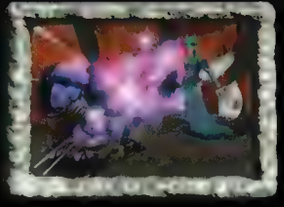
68

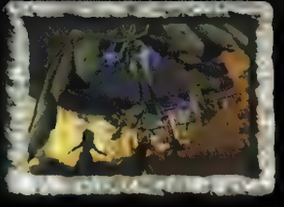
GRAVELY FLAWED

YOUR QUEST...

TO ACQUIRE THE GIFT OF SUMMONING







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INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Check Six Games
- **PUBLISHER** Universal Interactive
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Nine explorable realms, including a Hawaiian island and a monkey monastery.
- Spyro can switch between fire, electricity, ice and bubble breath attacks.
- Gliding ability to get to out-of-reach areas.

DRAGON IT OUT: Spyro's certainly got a nifty, next gen lick of paint but the gameplay is straight out of his PSone adventures.

FLAME ACADEMY: Spyro's fire breath can be supplemented by other weapons.

OUT UK 29TH NOVEMBER

SPYRO: ENTER THE DRAGONFLY

Spyro's taken his sweet old time going next gen. Was it worth the wait?

REVIEWER: Marcus Hawkins

Can an old platform heroes like Spyro make the tricky leap from one generation of console to the next? Well, there's one Italian plumber who'd nod his cookie duster to the affirmative, but the evidence on PS2 to date hasn't exactly been encouraging. Take a look at unofficial PSone mascot Crash Bandicoot. Feeling that the tangerine fuzzball was too yoked to his 32-bit adventures to survive their new direction, Naughty Dog abandoned him and forged ahead with *Jak & Daxter*. When Crash arrived on PS2 in *The Wrath of Cortex*, it wasn't that the new game was bad, so much as it proved Naughty Dog's fears to be true. No real evolution, just a makeover.

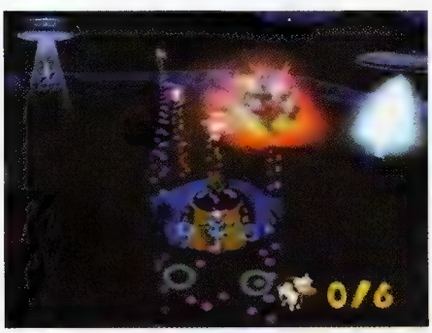
So here comes Spyro with a new developer in tow, and what do you know? Affection for the little purple people toaster aside, *Enter the Dragonfly* just can't hold its own when the platforming landscape is dominated by the likes of *Ratchet & Clank* and *Jak & Daxter*. And again, it's not like *Enter the Dragonfly* is a poor game. Far from it. It's a sizeable adventure packed with minigames and, as such, can't be faulted if all you're likely to be satisfied by is a visually updated retread of Spyro's well worn gameplay.

The story has Spyro charged with the task of freeing Dragonflies, like his own pint-sized sidekick Sparx, which are captured and hidden throughout the dragon realms. So you collect gems, complete one large task per themed area and take portals dotted around to tackle minigame levels. The payment for your successes is one freed dragonfly. Rack up the hostage rescues and you open up previously inaccessible realms. And so on. Yes you can glide, yes you'll meet Moneybags and, in time, your flaming breath can be supplemented with other attacks.

If it all sounds a little familiar, you'd be right. As solid as the game's execution is, it's hard to imagine why a gamer with a limited budget (and who isn't one of those?) would shell out for this charming but unambitious platformer when the genre boasts three epic competitors. If *Enter the Dragonfly*'s gameplay had been pitched at younger gamers then it would rule a valuable niche all of its own. However, the game's cute looks are at odds with the level of difficulty.

Is it the end of the road for Spyro? Hardly. But should the little fella make another appearance he'd do well to show off a whole lot more. For now he's just hovering on the spot. **PSM2**

Sparks will fly on the 29th



HIGH STEAKS: Minigames abound in *Enter the Dragonfly*, like this rescue-the-cows-from-the-UFO-tractor-beam beauty.

INSIGHT

- The Komodo dragon from Indonesia is the world's largest lizard, sometimes reaching ten feet in length. Oddly enough, the Komodo was unknown to the rest of the world until 1912, but the natives of the region were only too aware of its existence and its prowess as a man-killer...

PUFF'S CHOICE

1. **RATCHET & CLANK** Another new franchise for PS2, *Ratchet & Clank* eclipses even *Jak & Daxter*.
2. **JAK & DAXTER** Naughty Dog's sublime, free roaming platformer is a bona fide PS2 classic.
3. **SPYRO: ENTER THE DRAGONFLY** Not bad, but not great enough to match either of the titles above.

PSM2 VERDICT

GAMEPLAY
+ Good natured roaming hides some fiendish minigames.
- Dragon realms are all roughly the same.

GRAPHICS
+ Good animations, and there are plenty of nice details.
- Doesn't really feel, or look, like the state of the art on PS2.

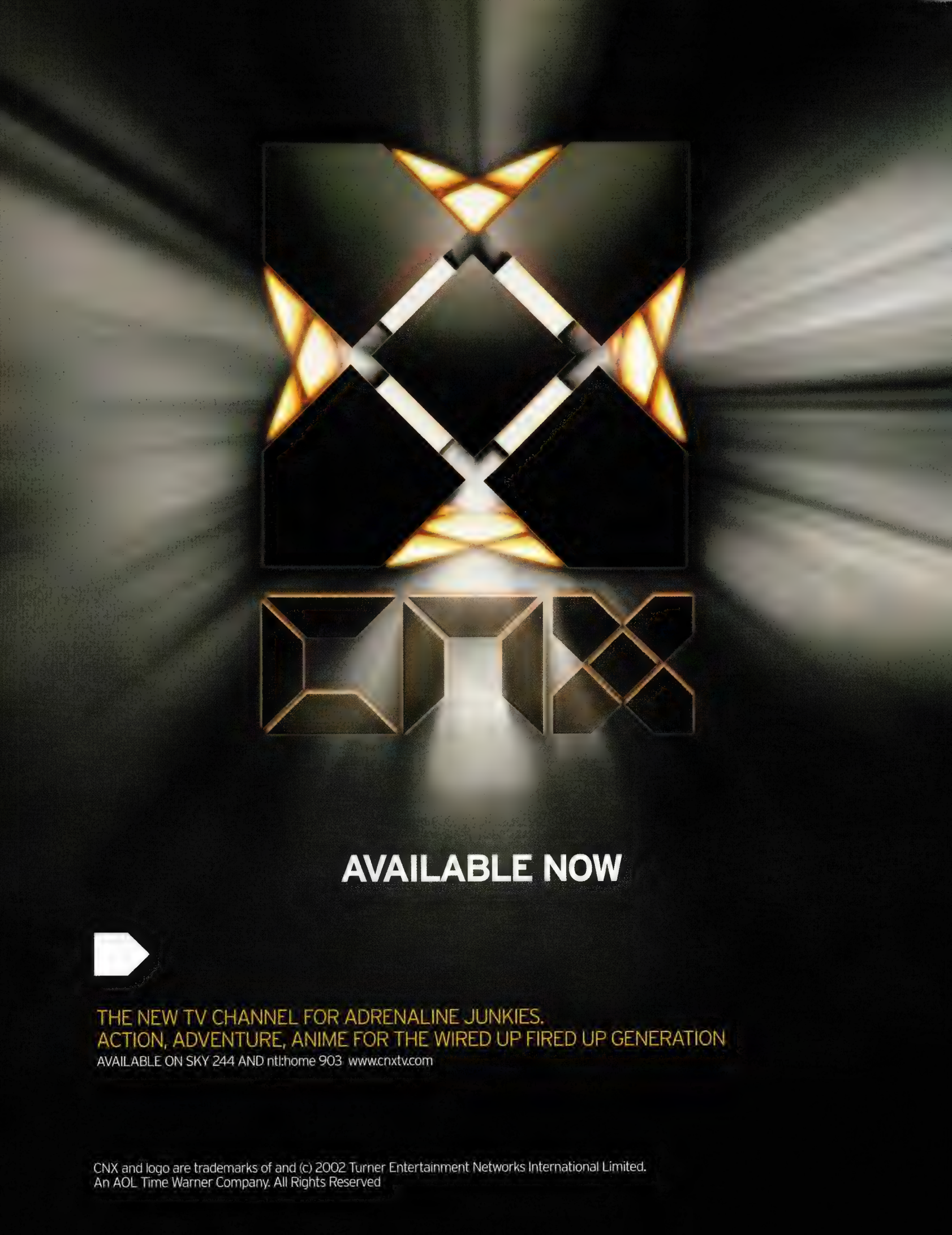
SOUND
+ Surprisingly good signature music for the themed areas.
- Voiced by hyper perky, Californian dude actors...

LIFESPAN
+ If you're a completist, it should have you busy for ages.
- With very similar levels, familiarity could breed contempt.

OVERALL
***Spyro*'s PS2 debut is a breezy traditional platformer. Hold it up to *R&C*, however, and it's not so much flame on as candle in the wind.**

68

MEDIUM-RARE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OUT US NOW UK TBC

CONTRA: SHATTERED SOLDIER

A gaming veteran blasts on to PS2, and *Christ*, does it mean business. **REVIEWER:** Adrian Lawton

C*ontra*'s hard. Really, *really* hard. Harder than a boot in the spuds from Roy Keane and just as likely to do you a serious injury (though in this case, from smashing your pad through the screen with rage). We make no bones about it; this is one of the toughest games on PS2, so if you're not up for a serious challenge, forget it. If you reckon your blood pressure can handle it though, it's an endorphin-charged thrill-ride.

Gameplay remains the same as *Contra*'s previous versions – run, jump, and shoot stuff through side-scrolling environments – though a new weapon system's been introduced. Sure it's got sharper visuals, but you still basically leg it from one side of the screen to the other.

Whereas before you needed to collect power-ups, now the two characters start with three weapons each – a machine gun, a flamethrower and a grenade launcher – and that's it. You need to work out which is best for each situation and switch between them as required. Take the flamethrower, for example. Great for torching giant insects – crap against mechanical enemies.

The same goes for beating the game's bosses. Each has distinctive attack patterns and progression's all down to learning what to do and when. When to attack and when to beat a hasty retreat from the dizzying array of missiles being hurled in your direction. It's a trial and error process but you'll get there in the end. That's if you don't have a nervous breakdown first.

There's three 'difficulty' settings, ranging from bastard hard to shittin' impossible, especially when you're only given three continues on the two highest settings. We heartily recommend that you start on Easy. Not that it is, but you won't stand a bloody chance otherwise. Enemies come at you in an almost constant stream, and often precisely timed jumps are required to avoid incoming fire, as each hit brings you one step nearer to death – and that means having to go back to one of only two restart points per level.

The overriding question for us is, in these post-*Vice City* and *Metal Gear Solid* days, does anyone still want to play this type of game? We hope so, but in this case, you'd better be up to the task. Those who've encountered *Contra* before'll know exactly what we mean. **PSM2**

Contra's due in the UK early next year

HORNET DEVILLED: These giant hornet-like insects are easily taken care of with your flamethrower. Torch the lot of 'em.

BIG 'N' RUSTY: Enemies are often massive, mechanical monstrosities that'll overwhelm you with multiple attack patterns.

LASER DAYS: Enemies come at you from every angle. Luckily, you're able to spray searing laser fire in all directions.

HOPPING GLAD: It's not just about holding down the fire button, y'know. Timing your jumps right is crucial to surviving.

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Shooter
- **PRICE** £59.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- 1-2 players.
- Seven rock-hard stages.
- Three different weapons to choose from.
- Three difficulty levels.

INSIGHT

Contra's history began back in 1987 when the first version appeared in arcades. Since then, it's appeared on every format you can think of – from the NES and Game Boy, to the Saturn and PSone – though many versions never saw a European release.

RIZER'S CHOICE

1. **CONTRA: SHATTERED SOLDIER** Rock-hard retro action that definitely won't appeal to everyone.
2. **SILPHEED** Gorgeous-looking shooter that's over all too quickly.
3. **GRADIUS 3 & 4** Arcade-perfect, but even more stupidly difficult than *Contra* and pretty damn dull too.

PSM2 VERDICT

GAMEPLAY
+ Simplistic appeal that's kind of refreshing these days.
- Frustratingly difficult, even on the easiest setting.

GRAPHICS
+ Constantly busy with cool enemies and environments.
- Retro style won't please a lot of new gamers.

SOUND
+ Pounding rawk soundtrack and crisp sound effects.
- No option to switch the music off.

LIFESPAN
+ Will take many, many attempts to finish it.
- You may well get naffed off with it long before then.

OVERALL
Classic shooter that'll have some squirming with joy. A decent game, but it's probably got limited appeal among today's players.

73

SOLIDUS

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Zipper Interactive
- **PUBLISHER** SCEA
- **GAME TYPE** Action Strategy
- **PRICE** £69.99
- **EXTRAS** 1-16 players (online), DualShock 2, USB Headset, Memory Card

DETAILS

- Packaged with voice communication headset for both solo and multiplayer games.
- Online gaming for up to 16 players.
- Engrossing single-player campaign set across the world.

OUT US NOW OUT UK MARCH

SOCOM: US NAVY SEALS

PS2. Online. At last! Shame we'll have to wait a few more months...

REVIEWER: Adrian Lawton

Typical. Being European means we're nearly always waiting. "What's that? You want a copy of *Metal Gear Solid 2*? Sorry pal, it's not out for another six months. *Final Fantasy 10*? You're 'avin a giraffe mate, come back next year." It's infuriating. *SOCOM*'s a prime example: the Yanks are already battling away via their PS2 broadband connections and judging by the number of them online, they're loving every minute of it. Us? We've got to wait until March – but at least it'll be worth the wait.

As you can see, these SEALs are of the Special Forces variety, not the blubbery sea mammals. They're the elite of Uncle Sam's Navy, the badass kinda honchos that you'd find in a Hollywood blockbuster. Admittedly, it's not the most original premise, but the clever thing about SOCOM is the way it uses a headset that plugs into a USB port on your PS2. See not only does this allow you to talk to other players that are online, it also lets you give orders to your AI teammates in the single-player. Forget clunky menu interfaces and complicated multiple button presses – just hold down ◎, speak, and it shall be done. Well, most of the time anyway.

Communication in the single-player game [illegible] you do stick to certain rules (see Speaks Da Lingo?) but the voice recognition software works well – leading us the impression it's considerably. Picture this: you're crawling on your belly through long grass in the fading light of dusk, with enemy patrols dangerously close by. Through your earpiece, your teammates chatter, interspersed with occasional updates from headquarters. Suddenly, there's a rush and the

SILENT SCOPE! Unless muffled, sniping will attract attention.

"YOU'RE CRAWLING ON YOUR BELLY THROUGH LONG GRASS IN THE FADING LIGHT OF DUSK, WITH ENEMY PATROLS CLOSE BY..."

SILENCE OF THE BLAMS: Don't allow enemies to raise the alarm – put down any that spot you quickly and quietly

SWAP DROP: Whenever you drop an enemy, you get the chance to swap your weapons for theirs. Dead handy when low on ammo.

SPEAKA DA LINGO?

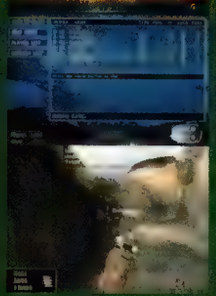
When communicating with AI teammates, phrases must be constructed from 'who, what and where' elements. *Who* refers to either Able, or Bravo parts of your team. *What* refers to an action you want them to perform, and *where* will be a waypoint on the map or a location you point your crosshairs at. Here's a couple of examples:

ROOM RAIDER:

THE ABLE GUY:

IMPACT POINT

Connect to the server, pick a game and head off into battle. You're thrown straight into a firefight against battle-hardened enemies. Have it!



TEAM BERK: If you don't tell your teammates to hold fire, they'll take out enemies they spot and often give you away.

"EACH ENVIRONMENT'S CLEVERLY CONSTRUCTED, WITH MULTIPLE ROUTES AND AN ELEMENT OF STRATEGY THAT REWARDS PATIENCE"

crack of rifle fire, as a sniper spots you and a bullet fizzes past your ear. "Team, fire at will" – you give the order – and chaos breaks out, multiple muzzle-flashes lighting up the sky as your men spring into action. You might have to pinch yourself occasionally to remind yourself that you're not *really* there.

Being a military shooter, the plot revolves around the usual fanatical terrorist threat and, in the solo mode, is played out through various campaigns around the world, predictably taking in settings such as jungles, snowy wildernesses and windswept oil rigs. Each environment's cleverly constructed with multiple routes offering a welcome degree of freedom and a strategic element that rewards patience.

However, what disappoints here is the unpredictable AI. For example, you instruct your team to stealthily move to a waypoint, and instead they blunder straight into a gaggle of heavily armed guards. Blam. Dead. Restart. It's deeply annoying to carefully work your way through a level only to have your men slaughtered by their own stupidity. Likewise, whereas some enemies will spot you a mile off, others'll let you stroll straight up and whack them round the melon with the butt of your rifle. You never know what to expect.

But, without this problem, online play fares better. Getting started may be problematic, as seasoned players lurk everywhere and with one-shot kills entirely possible, you'll often find yourself waiting for the next round to begin. But with 16 players per game, battles are hectic and exciting and, thanks to the broadband-only connection, latency problems are negligible. So, technically, this is the start of a brave new frontier in PS2 gaming. Hopefully we'll see you out there. **PSM2**

We've got to wait until March for this one – expect a PAL review closer to the time.

SNIPE A LIGHT: Use your night vision goggles to pick out enemy positions in the gloom and give your team the edge.

INSIGHT

- *SOCOM*'s just the first of a flood of online games heading our way next year, including *Resident Evil Online*, *Final Fantasy 11* and *Twisted Metal: Black*. Check out the DVD for our in-depth feature.

SGT MAJOR'S CHOICE

1. **PROJECT EDEN**
   Squad-based shooter from Core Design. A good combination of puzzling and blasting.
2. **SOCOM**
   Flawed AI dampens solo play, but innovative voice control and online play makes *SOCOM* a worthwhile purchase.
3. **THE SUM OF ALL FEARS**
   Rainbow Six-style Tom Clancy shooter that's not bad but far too short.

PSM2 VERDICT

GAMEPLAY
+ Immersive and addictive military action.
- Let down by problematic AI.

GRAPHICS
+ Solid and atmospheric most of the time.
- Not exactly pushing PS2's boundaries.

SOUND
+ Brilliant use of the headset.
- Online chatter may annoy.

LIFESPAN
+ With online play, almost limitless.
- But you'll need to shell out for broadband.

OVERALL
The singleplayers not perfect, but online play's great, and the headsets a brilliant addition. Well worth a look, but you'll need broadband first.

82

DEADLY

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** SCEI
- **PUBLISHER** SCEI
- **GAME TYPE** Platformer
- **PRICE** ¥5,800
- **ESSENTIALS** 1-2 Player, Memory Card, DualShock 2

DETAILS

- 12 gadgets to help you catch the apes.
- Three minigames, including the addictive chimp football.
- 20 levels, which take in such locations as a Spanish resort, a Venice canal system and a Vegas casino.

Whacking stuff while riding the mechanised baby ape is superb.

ONE OF THINGS TO COME: You'll have to do a nifty back track manoeuvre with the Sky Flyer to nab this one.

OUT UK TBC JAPAN NOW

APE ESCAPE 2

Bring out the chimp, it's time to resurrect Hikaru, Specter and a whole host of super-smart simians.

Jonnie Bryant

Great idea, *Ape Escape*. Loved by the critics when it appeared on PSone and yet it couldn't top the sales charts. That's never been a valid reason to douse underground support, though. Hence, there's been not one, but two sequels in Japan.

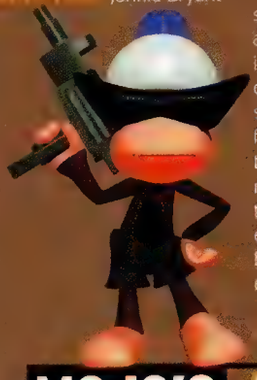
However, if you're thinking of anything involving non-bio and a hoover – the primary ingredients of *Piposaru* – think again. This is almost exactly like the original, only bigger, better and more attractive. And, best news is, Sony are planning to release it over here in the new year.

The twist is, no amount of foresight can prepare you for how tenacious the apes' escape routines are these days. Chimps zip about, drop banana skins, open up with semi-automatics... It's a trail of repeated net swipes and frustration that makes the final capture so satisfying.

INSIGHT

- Humans share more genetic material with apes (98%) than horses do with zebras (97%). And chimpanzees share more genetic material with humans – about 99% – than they do with gorillas. S'true.

But it's not all plus signs after the title screen. The reality check arrives with the realisation that despite the inclusion of a couple of new gadgets – the water cannon and the electro magnet – this just isn't the sequel gushing with new stuff we were lonking forward to. There are some additions that jazz things up a bit, like roaming around in a giant mechanised baby, but these are just examples of the kind of professional finish we've come to expect, rather than any genre-busting innovation. Escape? Nah. More like a very familiar tour of the exercise yard after a three year **PSM2**



"IT'S NOT QUANTUM MECHANICS, BUT IT IS CHOCOLATE BUTTON MOREISH"

So, more of the same then? More scooping up apes in nets, pootling through lakes clutching mini subs and hula-hooping into shape for the odd sprint? Well, yes. There's no doubting that, gameplay wise, there isn't any real departure from the formula that made the original so loved by the few who played it. Select a region to warp to from the central hub, scout about for the required number of apes, then head back to base to pick up some bonus gizmos. It's not quantum mechanics, it's not *Ratchet & Clank* but it *is* chocolate button moreish.

We defy anyone not to pick up the necessary number of apes and then immediately return to the same level to collar the remaining chimps for that elusive 100% completion.

Admittedly, each level isn't huge, but they're filled with enough stuff to make sure you explore every corner and utilise every gadget in search of hidden targets. Running out of places to look? Then why not activate your portable radar and marvel at the inventiveness of the coders as they create yet another new hiding place. It's then a case of logging the info away for future levels and continuing up a learning curve that easily matches the weighted perfection of *Maximo*.

You can exchange coins for videos, one of three brilliant minigames and art – all from this dispenser.

MOJO'S CHOICE

1. **RATCHET & CLANK** Big, beautiful and so full of detail you'll need a microscope to see the dividing lines.
2. **JAK & DAXTER** Not as fresh as it used to be, but still as tight a piece of bouncing as you'd hope to find.
3. **APE ESCAPE 2** If you loved the first one you'll love this, only more so, with bells and whistles strapped on top.

PSM2 VERDICT

GAMEPLAY

+ Like peeling off the layers of a large sweet onion.
- Hard to catch apes could lead to premature mind failure.

GRAPHICS

+ Crisper than a chilled celery stick, and potato-print bright.
- Everything falls down when you reach the edges of a level.

SOUND

+ All the right bonks, yelps and yahoos in place.
- An in-game stereo full of mindscrub background music.

LIFESPAN

+ 279 apes. Gotta net them all...
- Levels are limited on the exploration front.

OVERALL

Bobbles along chucking pockets of spring-heeled joy with every step. Let down, though, by the fact that nothing's really changed.

80

GREAT APE

KOEI™

THQ

Dynasty Tactics™

三國志戰記

·The player's decisions make the story! Multiple story branches and endings allow the player to create their own Three Kingdoms Saga!
Will you stay true to history, or create an entirely new "What If" world?

·Choose to follow the campaigns of one of three charismatic leaders:
Liu Bei, Cao Cao or Sun Ce.

AVAILABLE NOVEMBER 2002

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PlayStation®2

IT'S MY MARTY: Fox and Lloyd at their best. Despite the clothing.

OUT UK NOW

BACK TO THE FUTURE TRILOGY BOXSET

A small man drives back through time in a souped up DeLorean. Unbelievable!

STARRING ..... Michael J Fox, Christopher Lloyd, Lea Thompson, Crispin Glover, Thomas F Wilson, Casey Siemaszko, Billy Zane, James Tolkan, Elisabeth Shue
DIRECTOR ..... Robert Zemeckis
CERTIFICATE ..... PG
PRICE £34.99

It's always been part of the Holy DVD Grail – how many years have fans of this flick waited to see it emerge on shiny disc? Only the likes of Star Wars and Indiana Jones have been more anticipated by the legions of nostalgia-driven 20-somethings. But now that it's finally out, therein lies the problem. It's time to chuck away the rose-tinted glasses and view it with fresh eyes. Can any movie from the '80s work as well in the present? Rest assured... the Back to the Future trilogy holds up remarkably well.

That has a lot to do with the fact that it's been built with care at every stage – from Robert Zemeckis and Bob Gale's knowing, witty script, to the performances (yes! It's a really good Michael J Fox film!) and the effects, which stand up to even the crystal quality of DVD. Sure, there are the cheesier elements – the '80s-style looks are a little weird, even for a time when fashion consists of recycling older trends. Also, there's the odd logic problem and the fact that the second and third films don't quite hold up to the superior original, but they're still a lot of fun.

OEDIPUS WRECKED

The original tale of Marty McFly and his time-spanning adventures (stopping his parents getting together in 1955, then having to re-unite them even as his then-young mother fancies him) has come through the passage of time almost unscathed. Fox is still an immensely likeable lead and he interacts smoothly with wacko Lloyd, firing on all thrusters as the Doc.

Pulling off an even tougher act are Thompson and Glover, having to play both the young and aged version of their characters. Yet everything ties together – even when the sequels start re-visiting the first film and twisting the time loops ever tighter.

Zemeckis shows the early promise that the likes of Forrest Gump and What Lies Beneath delivered on, using effects to drive the story and making sure that we always root for Marty McFly. Part Two is less effective, but still holds a superb vision of the future (except for some of the space-age fashions) and an in-joke packed visit back to the first film. Part Three's Western shenanigans are less satisfying, but deliver a suitably epic finale.

It's just a shame that despite the discs looking packed, they're a lacklustre set. The picture and sound, re-mastered for this release, are glorious, but the extras (usually a Zemeckis strength) are unusually weak, with a desultory commentary and a couple of good documentaries. Still, the movies are more than worth it. Ditch those rosey specs and take a trip back in time... **PSM2**

INSIGHT

- Eric Stoltz was cast and then replaced as Marty McFly.
- Steven Spielberg's son Max is credited with directing Jaws 19.
- Actor Crispin Glover is three years younger than his screen son, Michael J Fox.

TED'S CHOICE

1. **BACK TO THE FUTURE** Robert Zemeckis sends a sports car through time.
2. **THE TIME MACHINE (1960)** HG Wells' classic tale.
3. **STAR TREK 4: THE VOYAGE HOME** There be whales here! Oh, wait... that's just William Shatner.

PSM2 VERDICT

EXTRAS
Audio commentary (disc one only) out-takes deleted scenes Making the Trilogy documentary featurettes storyboard-to-film comparisons photo gallery music video effects tests.

OVERALL
One of the best sci-fi film trilogies has finally arrived on shiny DVD. And it's just about worth the wait.

87

BACK TRACK

"CAN ANY MOVIE FROM THE '80S WORK AS WELL IN THE PRESENT? REST ASSURED..."

OUT UK NOW

AUSTIN POWERS IN GOLDMEMBER

Austin returns for a third helping... insert your own shagadelic quip here, baby!

STARRING ..... Mike Myers, Robert Wagner, Beyonce Knowles, Seth Green, Michael Caine, Nathan Lane, Michael York, Verne Troyer
DIRECTOR ..... Jay Roach
CERTIFICATE 12
PRICE £19.99

It's supply and demand, people. We keep flocking to see Mike Myers' shagadelic spy creation at the cinema, and he keeps pumping out films. Fortunately for the faithful, the third adventure for the man whose middle name is Danger turns out to be a completely satisfying comedy experience.

At this point, Myers and director Jay Roach have built up a solid ensemble of characters. And it's even more of an achievement when you think just how many (four in total) are played by Myers himself. The plot's hardly the point – it's really just a hook to hang as many slapstick gags as possible. This time, we find our hero facing a new threat from the gold-loving title crim. To make things worse, they've kidnapped Austin's father (Michael Caine) and are threatening to kill him. Add to that a returning assortment of faces, including Number Two, Mini-Me, Scott Evil, Frau Farbissiner, and Basil Exposition.

Fans of the series are already dropping the mag to run and buy the DVD. Those who don't care for Austin and co. are groaning at the thought of another run-through of gags. And it's true – Goldmember is crammed with repetition, working on the theory that if we laughed before, we'll laugh again. And we do. It's all pulled off with such shameless style that you can't help but go along with it.

INSIGHT

- Bond distributors MGM almost stopped New Line using the title.
- The first cut of the film was three hours long.
- In the prison sequence, Mini-Me's jump suit reads 0000I/8.

GROOVY ARMARDA

But though everything appears the same at first glance, Roach, Myers and co-film scribe Michael McCullers have allowed their main characters to develop. So, not only do we delve into the history of the antagonism between Evil and Powers, but none of the leads are the same when the plot wraps up. Austin has discovered revelations about his family, Mini-Me has switched allegiances and Scott Evil has a new outlook on life.

And in an era when celebrity cameos have become commonplace, Goldmember tops the lot with the sheer number of famous folks who show their faces for the least amount of time – among their number are Steven Spielberg, Tom Cruise, Gwyneth Paltrow and Britney Spears. Sprucing things up in the babe department is pop muppet Beyonce Knowles, who proves to be a talented newcomer, delivering the required amount of sass-appeal. It was suggested before Goldmember that Austin should think about retirement. Based on this, we'd best start saving up for the next few. Thunderballs, anyone? PSM2

IT'S (A) MOVIE, BABY: Austin takes a spin in his suitably demure motor.

SPOOF CHOICE

1. **GOLDMEMBER** The third – and best – of Austin's adventures.
2. **INTERNATIONAL MAN OF MYSTERY** The original Austin is still watchable.
3. **AIRPLANE!** A classic despite its age. And don't call us Shirley.

PSM2 VERDICT

EXTRAS
Audio commentary | featurettes | deleted scenes | music | Infinifilm trivia subtitle track | visual FX tests | trailers | PC-based re-voice studio.

OVERALL
Yeah, baby yeah! Austin is back in style, with freshly-capped teeth and yet another show-stopping opening sequence.

82

OH, BEHAVE

Kobal Collection/United Artists

THE ROYAL TENENBAUMS

OUT UK NOW

STARRING ..... Gene Hackman, Ben Stiller
DIRECTOR ..... Wes Anderson
CERTIFICATE 15
PRICE £19.99

Wes Anderson follows up Rushmore with another offbeat tale – this time a family of geniuses who reunite after years of division. His quirk-laden flicks are not to everyone's taste, but if you appreciate brilliantly written and performed comedy with a hefty serving of brains feeding the wackiness, you'll eat it up. Plus there's always *that* cast – it's certainly not every film that the likes of Hackman, Stiller, Anjelica Houston, Gwyneth Paltrow and Owen Wilson share the screen. Tempted yet? You won't be disappointed if you give it a chance. Just don't expect gross-out laffs. PSM2 **75**

MINORITY REPORT

OUT UK NOW

STARRING ..... Tom Cruise, Colin Farrell
DIRECTOR ..... Steven Spielberg
CERTIFICATE 12
PRICE £59.99

Look kids! Uncle Steven wants to play Hitchcock! Yes, Spielberg's decided to show us his dark sci-fi side. And while AI promised a different type of Beard movie, Minority Report actually makes it happen. This is a truly impressive, stripped down thriller that follows Tom Cruise's future plod as he goes on the run from his own department. Fascinating speculative gimmicks (the moving advertising is excellent) and some smarts help this succeed. But it's hampered by a dodgy finale and a schmaltzy coda that's classic Steve. Just turn the disc off before you get to the last scene, we beg you... PSM2 **73**

ALSO RELEASED

ABOUT A BOY
Released Out Now **Cert** 12 **Price** £19.99
Another Nick Hornby book adap. But Boy scores because it's actually funny – even Hugh's great in this one. **70**

SERPICO
Released Out Now **Cert** 18 **Price** £15.99
Pacino stars as an undercover cop who finds his life under threat – he's at his shouty and whispery best. **65**

CROCODILE HUNTER: COLLISION COURSE
Released Out Now **Cert** PG **Price** £19.99
Even fans of Steve Irwin will be disappointed by this debacle, which has little to do with Steve. It doesn't work. **35**

TRADING PLACES
Released Out Now **Cert** 15 **Price** £15.99
"I have eyes! I can walk! I have legs! I can see!" Yes, we're back in quality Eddie Murphy territory with this '80s classic. **75**

DOMESTIC DISTURBANCE
Released Out Now **Cert** 12 **Price** £19.99
John, John, John... what have you done? From Pulp Fiction to this whiffy "dangerous step-parent" nonsense. Get some help. **30**

STAR TREK: THE NEXT GENERATION
Released Out Now **Cert** PG **Price** £84.99
The last hurrah for Picard and crew in what the blurb describes as, "The world's most successful science fiction show." **73**

COMING SOON

MEN IN BLACK 2
6th January
£34.99

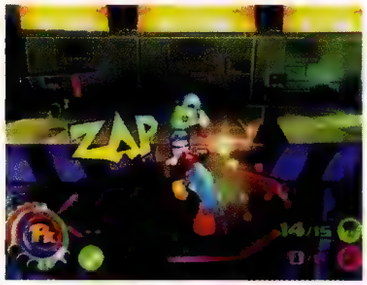
RAN
6th January
£12.99

MARION AND GEOFF: COMPLETE SERIES 1
13th January
£19.99

CHRISTMAS TURKEYS

Games that should be stuffed and left to baste in their own fecund juices...

© Corbis



QUACK WHORE: Decent graphics and solid gameplay - Ubi Soft dish up a surprisingly tasty slice of duck.

DONALD DUCK PK

- **Ubi Soft**
- **£19.99**

Don't be put off by the cartoon styling – ol' grizzle bill becomes a crate-clonking superhero in this actually rather solid *Sly Raccoon* clone. Thanks to a smart learning curve, some onomatopoeic 'smash' effects and – urk – some neat cel shading, this is one kids game you'll be quite happy to leave in the PS2 after CBBC. PK? That's Latin for 'energised duck'. Not quite the turkey we expected.

64

QUACKING EFFORT

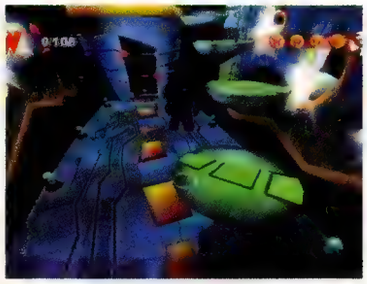
WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK

- **Cryo**
- **£14.99**

Storm about collecting the letter 'W' in *another* squiffy cel-shaded platformer. There's fleeting joy to be had in using your beak to rat-a-tat up walls, but the confusing structure and banality ensures the only people clucking 'nya-ha-ha, ha-ha-ha' are developers Cryo. Reasonable, but – nerk – doesn't give us a woody.

49

PECK MARKED



WOODIE ALLEN: Look! You can see your shadow on the platform! Shame the game's so incredibly boring.

HIDDEN AND DANGEROUS: Words can't convey quite how slow and boring this is... it's just... urrrghhh.

HIDDEN INVASION

- **Swing!**
- **£9.99**

Imagine, if you can, a street riot set in 2079, directed by a drunken epileptic via multi-channel CCTV, and you'll have got *some* idea why Swing's pendulum-repetitive punch-kick-sob beat-em-up will leave you gagging for a game of *State of Emergency*. Yes, it's really *that* poor. Don't be fooled by the sparkly graphics or the pocket-money price, the only hidden invasion on offer here is on your intelligence.

21

INVASIVE

LONDON RACER 2

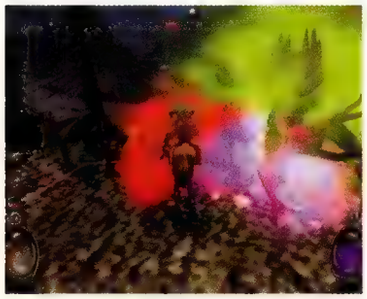
- **Ubi Soft**
- **£19.99**

Choose between six socio-ethnic stereotypes, in a spanner-collecting 6km winner-takes-all race around a Lego-rendered London, while simultaneously sweating like Judas on Easter Sunday, trying unsuccessfully to tame the comically unpredictable handling. Again, it's a budget price, but please – a free-roaming *Getaway*-budget? Yes that's right, and Wacky Races was a *documentary*.

23

CRASHING BORE

MINI DRIVER: Drive, drive... honk... drive, drive... crash... drive, drive... thwunk... Honestly, this is crap.



PRYZM SENTENCE: There's a lot of decent ideas, but the game's random, jerky and, frankly, really annoying.

PRYZM CHAPTER ONE: THE DARK UNICORN

- **TDK**
- **£27.99**

There's absolutely nothing we can do to soften the blow here. *Pryzm*'s terrible. It's one of those games where the developers haven't even realised that inertia and an inability to walk backwards can't be reconciled with fiddly jumping sections. It's the game equivalent of writing your homework on the bus on the way to school. We never want to play it again.

15

MYTH-TAKE

RUNABOUT 3

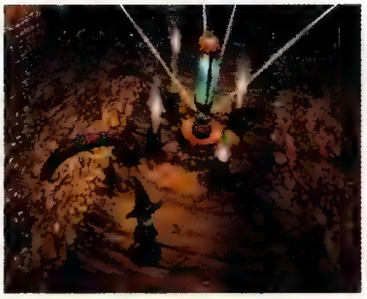
- **Bam!**
- **£16.99**

Runabout's fast, full of big jumps and the mission structure's quite clever, but there's literally no way you can make up for the ridiculous pop-up, the moose-like handling, the frantic clipping, the plain backgrounds and the scarily epileptic framerate that plagues every single mission. Feels like a series of *Vice City* sub-missions that have been programmed by 12-year-old Blue Peter competition winners.

22

RUN AWAY

THE UNKNOWN SHUNTMAN: The missions are theoretically sound, but the handling's frikkin' awful.



ANY WITCH WAY BUT LOOSE: Aw... look, she's so... aw... and the game's not terrible... but... aw... bless.

CASTLEWEEN

- **Wanadoo**
- **£16.99**

Refreshingly, there's little reason to hate *Castleween*. The graphics are cheerful, the puzzles satisfyingly routine and you can swap between the lead characters, Greg and Alicia. The girl's even been scientifically cheek-pinched to look like Boo from Monsters Inc so you *can't* hate her. Yes, it's too terrifyingly ordinary to buy, but not bad enough for you to hate your gran for making the same mistake.

45

WEEN AND GONE

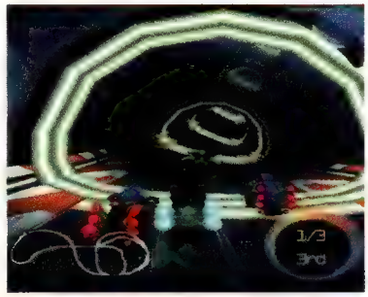
BUTT UGLY MARTIANS: ZOOM OR DOOM!

- **Vivendi**
- **£34.99**

Take one concept – racing; rip off a franchise – *WipEout*; then steamroller the screen with noise and BRIGHT colours hoping that no one will notice that the game's mediocre. With seven characters, noticeable pop-up, and 'press-⊗-make-car-go' subtlety, *Zoom or Doom*! has no appeal for anyone other than obsessive four-year-olds with rich parents.

34

DOOMED



BUTT, ER, WOULDN'T MELT: It's bloody bright, depressingly easy and makes your brain bleed. Avoid.

MINORITY REPORT

THE VIDEO GAME

RELIVE THE MOVIE EXPERIENCE

EVERYBODY RUNS

An all-new adventure as Precrime's Top Cop John Anderton.

Take on human and robotic enemies with hand-to-hand combat moves and an explosive arsenal of weapons.

Immerse yourself in over 40 levels of non-stop action/adventure with futuristic weapons and devices straight out of the movie.

Screenshots taken from PlayStation®2 computer entertainment system gameplay.

OUT NOW

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Order code

New/Chart Hits

	Order code
White Chrismas	PSMTONE WHITECHRIS
Jingle Bells	PSMTONE JINGLE
George Michael/Last Christmas	PSMTONE CHRISTMAS
Madonna/ Die another day(James Bond theme)	PSMTONE DIEANO
Moby/In this world	PSMTONE INTHISWORLD
Backstreet boys/It´s gotta be you	PSMTONE ITSGOTTABEYOU
Cypress Hill/Lowrider	PSMTONE LOWRIDER1
Rolling Stones/Miss you	PSMTONE MISSYA
Safri duo/Sweet freedom	PSMTONE SWEETFREE
Queen/The show must go on	PSMTONE THESH
Whitney Houston/Whatcha lookin´at	PSMTONE WHATCHA
E-Type/When religion comes to town	PSMTONE WHENREG
Snoop dog/What´s my name	PSMTONE WHATSNOOP
P.O.D/Boom	PSMTONE BOOMPOD
Queens of the Stone age/ Gonna leave you	PSMTONE GONNALEA
Shaggy/Hey sexy lady	PSMTONE HEYSEXYLADY
Avril Lavigne/Skater boy(SkBer boi)	PSMTONE SKATERBOY
David Bowie/Starman	PSMTONE STARMAN
Nickelback/Too bad	PSMTONE TOOBADNICK
Rainbow/I surrender	PSMTONE ISURR
Lasgo/Alone	PSMTONE ALONE
Supergrass/Grace	PSMTONE GRACESUGR
Queens of stone age/No-one knows	PSMTONE NO1
Marilyn Manson/The dope show	PSMTONE THEDOPE
Red hot chili peppers/The Zephyr song	PSMTONE THEZEP
Kelly Osbourne/Papa dont preach	PSMTONE PAPAKELLY
Milk inc /Walk on water	PSMTONE WALKONWATER
Massive attack/Teardrop	PSMTONE TEARDROP
Las Ketchup/ The ketchup song (Asereje)	PSMTONE KETCHUP1
Puddle of mudd/She hates me	PSMTONE SHEHATES
Ozzy Osbourne/Dreamer	PSMTONE DREAMER
Pink/Just like a pill	PSMTONE JUSTPILL
Trucks/It´s just porn mum	PSMTONE ITSPORN
Red Hot Chili Peppers/By the way	PSMTONE BYTHEWAY

Most Popular/Themes

	Order code
Avril Lavgne/Complicated	PSMTONE COMPLICAT
Mad House/Like a prayer	PSMTONE LIKEMAD
Atomic Kitten/Tide is high	PSMTONE TIDEIS
Fat Joe feat. Ash... /What´s luv	PSMTONE WHATSLUV
PPK/ResuRection	PSMTONE RESURECTION
Eminem/Without me	PSMTONE WITHEMINEM
Pink Panther (Movie Theme)	PSMTONE PINKPANTHER1
Scooter/Ramp(The logical song)	PSMTONE RAMP
The Simpsons (TV Theme)	PSMTONE SIMPSONS
Eminem /The Real Slim Shady	PSMTONE REALSLIMSHAD
Ja Rule Feat.Ashanti/Always on time	PSMTONE ALWTIME
Nickelback/How you remaind me	PSMTONE HOWYOUREMAIND
Beverly Hills Cop/Axel F	PSMTONE AXEL
Linkin Park/In The End	PSMTONE INTHEEND2
Halloween (Movie Theme)	PSMTONE HALLOWEEN2
Lasgo/Something	PSMTONE SOMELASGO
Darude/Sandstorm	PSMTONE SAND
Mission Impossible (TV Theme)	PSMTONE MISSIONIM

£1 ANIMATIONS — Boost up your message with our brilliant animations!

Order code

Order animation and when received, browse by scrolling down like a normal text message.

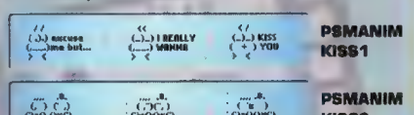
New

PSMANIM NEWYEAR
PSMANIM KISS
PSMANIM SKATE
PSMANIM YOURSMILE
PSMANIM TITANIC
PSMANIM FACE
PSMANIM VIRUS1

Most Popular

PSMANIM UUH	PSMANIM BLOWJO	PSMANIM GAME	PSMANIM SAVER
PSMANIM SEXY	PSMANIM HANDSFREE	PSMANIM BIGBOOBS	PSMANIM WORM
PSMANIM SUCKMY	PSMANIM SOSEXY	PSMANIM PIGSEARCH	PSMANIM BLINK
PSMANIM ILOVEYOU1	PSMANIM LOVEMETER	PSMANIM FCKYOU	PSMANIM TANK
PSMANIM HEARTBREAKER	PSMANIM GOODNIGHT	PSMANIM BUNNIES	PSMANIM CARTMAN
PSMANIM FEEDING	PSMANIM SEXBOMB1	PSMANIM BODIES	PSMANIM SEXIS
PSMANIM SESSION	PSMANIM FRIENDS	PSMANIM WORMGAME1	PSMANIM DYNAMITE

Examples



PSMANIM KISS1

PSMANIM KISS2

£1 LOGOS

Order code

Season

PSMLOGO MERRYXMAS	
PSMLOGO ELF	
PSMLOGO BLINKINGELF	
PSMLOGO TEDDYELF	
PSMLOGO XMAS	
PSMLOGO XMASBALL	
PSMLOGO XMASTREE	
PSMLOGO XMASBALLS	
PSMLOGO ANGELS	
PSMLOGO ANGEL1	

New

PSMLOGO DRAGON2	
PSMLOGO STRATO	
PSMLOGO UFO	
PSMLOGO MMANSON1	
PSMLOGO PORNHERO	
PSMLOGO VWGOLF	
PSMLOGO TRIBAL6	
PSMLOGO TOPSECRET2	
PSMLOGO LITTLEDEVIL	
PSMLOGO TOUCH	

Most Popular

PSMLOGO IDONTCARE	
PSMLOGO STATEMENT	
PSMLOGO WINNIETHEP	
PSMLOGO SHAG	
PSMLOGO KINKY	
PSMLOGO YINTRIG	
PSMLOGO BADGIRL	
PSMLOGO REASON	
PSMLOGO COLA	
PSMLOGO PORNSTAR	

PSMLOGO ATTITUDE	
PSMLOGO FLOWERPOWER	
PSMLOGO WINNIE	
PSMLOGO WACKY	
PSMLOGO ILIKEBOOBS	
PSMLOGO HEART2	
PSMLOGO YINYANG3	
PSMLOGO MOUNTAINS	
PSMLOGO BLIND2	
PSMLOGO SPIDERSWEB	

All logos work with **EMS-compatible** mobiles i.e. **Ericsson**, **Motorola**, **Siemens** by replacing keyword PSMLOGO with PSMELOGO > i.e. **PSMELOGO KINKY**

£1 PICTUREMESSAGES

Order code

Season

PSMPIC CHRISTMAS	
PSMPIC MERRYX	
PSMPIC XMAS	
PSMPIC ANGEL2	
PSMPIC PARTY1	
PSMPIC NEWYEAR	
PSMPIC PARTYTIME	
PSMPIC LETSPARTY	
PSMPIC PARTYON	

New

PSMPIC CHICKEN	
PSMPIC SHOUTING	
PSMPIC ALIENS	
PSMPIC SEXYANGEL	
PSMPIC PIKE	
PSMPIC LIZARD	
PSMPIC WEIRDO	
PSMPIC SILENCE	
PSMPIC BURTONMAN1	

Humor

PSMPIC MERCY	
PSMPIC BEERHUNGER	
PSMPIC WASP1	
PSMPIC BOTTOM	
PSMPIC CANTHEAR	
PSMPIC CLEANING	
PSMPIC RIDDLE	
PSMPIC DRUNKKIDS	
PSMPIC TALKINTOME	

Most Popular

PSMPIC HARD	
PSMPIC EVILLOOK	
PSMPIC FROGPRINS	
PSMPIC WIZARD	
PSMPIC BEDTIME	
PSMPIC JEAH	
PSMPIC LORD	
PSMPIC HEADACHE	
PSMPIC SOUTHPARK	

PSMPIC HORNY	
PSMPIC IWANTY	
PSMPIC FU	
PSMPIC HAPPENS	
PSMPIC BUNNYCHIC	
PSMPIC JUSTSAY	
PSMPIC PYTHON	
PSMPIC DONTKILLME	
PSMPIC SHERRYCOLA	

PSMPIC WZUP	
PSMPIC DREAMING	
PSMPIC MISSMUCH	
PSMPIC SCARED	
PSMPIC FORLOVE	
PSMPIC LOVEY	
PSMPIC MISSYALREADY	
PSMPIC SLEEP	
PSMPIC TEDDYLOVE	

> Log on to **www.boome.co.uk** Unlimited access to thousands of Logos, Ringtones, Picturemessages, Animations, Jokes... You can browse through Boome's vast selection with a Wap Phone by logging onto **wap.boome.co.uk**

HOW TO ORDER :: Ringtones :: Logos :: Picturemessages :: Animations

O2 / Orange £1.00 inc VAT — Vodafone £1.20 inc VAT — 8810

To order e.g. Ringtone

1. Start a text message and punch in the order code
   PSMTONE WHATSNOOP
2. Send the message to number 8810

Within a few seconds you will receive your chosen item.

If you type an incorrect code you will receive an error message for which you will be billed O2 and Orange £1.00 and Vodafone £1.20. Orders will normally arrive in a few minutes but during times of severe network conditions it may take up to 24 hours. In future, you may receive offers from Boome. You can unsubscribe anytime by emailing us at support@boome.co.uk

Customer support: support@boome.co.uk WapOnline UK Ltd. PO BOX 36440 London [illegible]

Boome's services work strictly with **Nokia** mobile models (except for 5146), which can receive ringtones/picturemessages/ logos/animations.

Tones, picturemessages and logos can be downloaded to **Samsung** model SGH-T100 and tones, picturemessages to SGH-R210.

The full list of compatible mobiles can be found on www.boome.co.uk. If you are not sure your mobile is compatible, please check your mobile manual.

CHRISTMASWARNING

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

PSM2 CHRISTMAS NEWSLETTER

We're forced to interrupt the regular unrivalled coverage of PlayStation 2 to deliver the following Official Government Warning: Christmas is coming. At this point in the magazine we're required by law to issue you with no-nonsense festive buying advice and a multi-thousand pound competition. We're also advised to include, where possible, a religious element to ensure the real message of Christmas doesn't get lost in the seasonal PS2 excesses. Over, then, to Father Mark O'Hawlins...

THOUGHTS FROM THE PASTOR

Dear Friends

Surrounded, as I am at this time of year, by loving members of my adorable family and vast numbers of visitors to the church, it makes me realise just how important it is to make time for yourself; to allow space to reflect, and perhaps, yes, *perhaps* play a videogame or two. With that in mind, here is a very personal selection of PlayStation 2 titles which I feel will get you on the path to righteousness.

ESSENTIAL CHRISTMAS REQUESTS

GRAND THEFT AUTO: VICE CITY

Murder! Motorbikes! Helicopters! Bikinis! Chainsaws! Boats! Golf! Tracksuits! Mantronix! The Cult! Kim Wilde? I'm wild! We should actually be banning this filth; this pornful vileography. But sometimes one is required to endure the misery of sinful living in order to sniff the sweet vapours of eternal joy. Treat *Vice City* simply as a test of your strength of heart. (One that, through its 18 certificate, is unavailable to the younger members of the parish. Praise be.) It provides a place where you can experience life as human dirt, taking out your anger on everyone and everything. Or simply *blending in*. The choice is yours. One thing is certain – it has the greatest cast list for any videogame in history ever. Burt Reynolds is electric!

RATCHET & CLANK

As we journey through life, we should learn to embrace change as if it were an old sailor friend returning from a six month tour of duty in the Persian Gulf. Technology wants us, and we shouldn't be afraid to want it back. Take Robots. Metal they might be, but they have hearts as soft and sticky as our own. You can kick them – and they won't fight back. You can even force them to heal the church roof with their lasers-for-eyes. But not in this wondrous game from Sony. In this game they are on a mission to save the universe! At least I *think* that's what *Ratchet & Clank*'s all about. I must admit I, well, I'm not entirely sure. Either way, this game doesn't disappoint. It'll last you about five days if you run through from beginning to end. But to find every single golden bolt? My my my. Delilah!

TONY HAWK'S PRO SKATER 4

This has been a year of triumphant enlightenment, as well as predictable PS2 sequels. It is humbling, then, is it not, to find a sequel of such immensity, brimming with sick combos and sweet lines. I myself am a diligent watcher of that captivating television programme 'Jackass'. So, once I'd watched the opening sequence, I immediately plumped for my favourite 'boarder, Bam Marghera, and began trundling off massively around the Fisherman's Wharf area of San Francisco. Wonderful stuff! If, unlike me, you do not yet have the skills to pay the bills, there's no need to be afraid – they've made the 'learning curve', as I believe it's called, surprisingly more gentle than the last version. Yet the challenge will last you for days! Ah, the blessed irony! Get this. It 'rules'.

BURNOUT 2

Fancy feeling the skin peeling from your face as fast as all that wrapping paper on Christmas morn'? Then bless your head, you need a copy of Criterion's swift new game. It is most fun. As well as offering the weak a chance to leave their world of sickness, tragedy, failure and disappointment behind for a brief time, it offers the rest of us the most exhilarating arcade racing experience available for our mortal £40. It leaves all others drowning in a puddle of bubbling rubber. Well, excluding *Need for Speed: Hot Pursuit 2*. And *Colin McRae*'s quite good as well. Yes, indeed. But no other racer pokes its finger out of the screen and beckons you in quite so convincingly.

TIMESPLITTERS 2

Pay homage to the truth. Bathe in its refreshing illumination and you shall feel the full power of His love. That said, isn't *TimeSplitters 2* brilliant? "Outnumbered but never outgunned" I believe it says on the box – a sentiment familiar to myself and the other grunts in God's Army. Since the arrival of this beautiful, time-hopping game of gun death, I must admit that I've let some earthly chores – sleeping, washing, baking – slip. I am certain I shall not be punished for this, for He clearly wants us to indulge ourselves in celebration at this time of year. So I advise you to buy this game. Cherish its nine time zones. Indulge yourself in its exemplary 16-player multiperson extravaganza. Cake your eyes in spittle to keep them moist – you won't have time to blink.

PRO EVO 2

Many have claimed to be the Messiah, but few claim to be able to kick a ball as well as Him. *Pro Evolution Soccer 2* is, a recent extensive advertising campaign would have you believe, "the second coming". Never have I experienced such blasphemous utterings in all my days. But, by the Deacon's stole, this is certainly delicious football! The only irritating blemish is the lack of a comprehensively accurate rosta of team and player names (Oranges? How extraordinary). And it is not, to be fair, a Goliath's step on from the first game. But, no matter. This deservedly entered the charts at number one – a mere crabstick's length away from *FIFA* at number two.

WHS PS2 TOP 15

A handy pre-Christmas guide to What's Hot this month, courtesy of WHSmiths.

1	Pro Evolution Soccer 2	KCET / Konami
2	FIFA 2003	EA / EA
3	Colin McRae Rally 3	Codemasters / Codemasters
4	TimeSplitters 2	Free Radical Design / Eidos
5	Burnout 2: Point of Impact	Criterion / Acclaim
6	Stuntman	Reflections / Atari
7	Medal of Honor: Frontline	EA / EA
8	Terminator	Paradigm Entertainment / Atari
9	Conflict: Desert Storm	Pivotal Games / SCI
10	Onimusha 2	Capcom / Capcom
11	Crash Bandicoot (Platinum)	Traveller's Tales / Vivendi/Universal
12	This is Football 2003	SCEE / SCEE
13	Grand Theft Auto 3	Rockstar North / Rockstar Games
14	Hitman 2: Silent Assasin	Io Interactive / Eidos
15	NHL 2003	EA / EA

The views expressed herein do not reflect the true feelings of any church or religion or persons living and/or deceased...

IT'S CHRISSSTI MA-SSIVE

In celebration of the child lying in a manger, we'd like to give you all a gift – a hamper full of the choicest PS2 games and merchandise. But we can't do that. So, instead, we've decided to run a competition to ensure a select number of you receive a teetering pile of loot each.

THE PRIZES

We've got 30 PSM2 Christmas hampers to give away, each one full of brilliant PlayStation 2 merchandise, and each going to one of 30 lucky winners. We'll be filling them with assorted items from the pile you see photographed on this page.

THE QUESTION

Including this issue, how many games has PSM2 awarded 90% and over?

THE TIE-BREAKER

Please complete the following sentence in no more than 20 words:
I believe PSM2 stands for...

THE ADDRESS

Send your answers on the back of a postcard/sealed envelope to: Christmas Hampers, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW. Be sure to include your name, address and age.

COMPETITION RULES

1. These rules include any instructions set out in the terms of competition. By entering this competition the entrant will be deemed to have read and understood these rules and instructions and to be bound by them.
2. Any employee of Future Publishing Limited or any other person who is directly connected with this competition or their immediate family will be ineligible to enter. Entries must include your name, address and – important, this – age. Persons under the age of 18 may only enter with the written consent of a parent or legal guardian.
3. All entries must be sent to PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW.
4. All entries must be sent by prepaid post and received by Friday 20th December irrespective of the date of posting. Proof of posting will not be deemed to be proof of delivery.
5. Any entry that is incomplete, illegible, late or otherwise does not comply with the rules may be deemed invalid, which is at the sole discretion of the Editor.
7. All entries will be examined. The prize or prizes will be awarded to the competitor with the correct answer. If there is more than one correct entry the winner will be the entrant who, in the sole opinion of the panel of judges, has submitted the wittiest and most original response to the tie-breaker.
8. Tie-breaker: Using no more than 20 words, complete this sentence: "I believe PSM2 stands for..."
9. There is no cash alternative to the competition prizes.
10. The winners will be notified as soon as they have been ascertained. The result will be published in the earliest possible issue of PSM2.

CHRISTMAS WARNING

£10,000 OF PS2 KIT UP FOR GRABS!

HIGHLIGHTS INCLUDE:

TimeSplitters 2 'tour' T-shirts
Promo copies of Burnout 2
Star Wars: The Clone Wars glossy posters
Turok denim jackets
Promo copies of TimeSplitters 2
Colin McRae Rally 3 v-neck T-shirts
LucasArts sports bags
Rockstar Games longsleeve T-shirts
Pro Evolution Soccer backpacks
Rocky inflatable punch dummies
Grand Theft Auto mouse mats
Grand Theft Auto playing cards
Grand Theft Auto posters
WWE poster mags
'It Doesn't Matter' WWE The Rock T-shirts
007 gadget keyring
Lifesize Jango Fett card figure
Lifesize Yoda card figure
Lara Croft T-shirts
Star Wars Stormtrooper keyrings
Spider-Man books
Promo copies of Commandos 2
Limited edition press promo copy of Ratchet & Clank
Limited edition press promo copy of Tekken 4
Burnout 2 T-shirts
Promo copies of Matt Hoffman's Pro BMX 2
Haven yo-yos
Promo copies of Devil May Cry
Promo copies of The Thing
Promo copies of Turok
Attack of the Clones trading card games
Conflict: Desert Storm kit bags
Red Faction 2 'T-shirt in a bag'
Buffy the Vampire Slayer novels
Konami water bottles
Konami bottle openers
V-Rally 3 torch toolkits
V-Rally 3 coats
WWE Smackdown! Just Bring It T-shirts
The Rock action figures
WWE stickers
Giant Star Wars: Bounty Hunter posters
Promo copies of Tekken 4
Promo copies of ShadowMan 2
Promo copies of UFC Throwdown
Promo copies of Way of the Samurai
Squaresoft keyrings
Spider-Man t-shirts
Star Wars Starfighter game premiere T-shirt
Rally Championship pens
Dark Summit temporary tattoos
PS2 DVD remote controls
PS2 lightguns
PS2 MultiTaps
Midnight Club 2 magnets
Copies of *Onimusha 2, Conflict: Desert Storm, Shox, Madden 2003, Gumball 3000, Victorious Boxers, Sled Storm*...

... we could go on. But you get the picture.

Thanks go to (in order of generosity): Activision, Eidos, Acclaim, Ubi Soft, SCi, THQ, Vivendi/ Universal, EA, Midway, Empire, Capcom, Take 2, Codemasters, Rage, Konami, SCEE, Bam!

NEW & IMPROVED

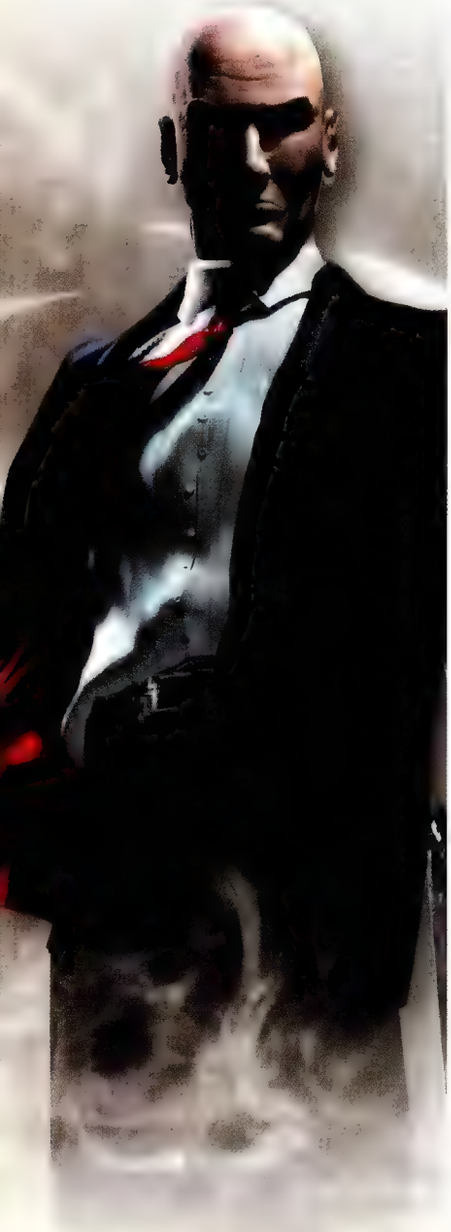
HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.



ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue>** #11 — **72**
An action-lead game that'll satisfy slash-em-up fiends.

AIRBLADE
Publisher> Sony
Version> PAL **Issue>** #16 — **77**
Not deep enough to offer limitless trick potential.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue>** #15 — **66**
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue>** #17 — **70**
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue>** #17 — **48**
Super-game turned super-villain thanks to daft level design.

BLADE 2
Publisher> Activision
Version> PAL **Issue>** #28 — **51**
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue>** #22 — **79**
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue>** #22 — **48**
Non-threatening junior gaming with a shiny veneer. Dull.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue>** #15 — **90**
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16 — **37**
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue>** #20 — **75**
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue>** #18 — **52**
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue>** #22 — **71**
Fun at times but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue>** #09 — **78**
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue>** #23 — **77**
Stylish and immensely frightening.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue>** #20 — **22**
Remedial AI, ham-fisted controls and a terrible game.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue>** #17 — **80**
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue>** #16 — **92**
Amoral. And the attention to detail keeps you hooked.

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> NTSC **Issue>** #29 — **97**
BEST ACTION TITLE The best that videogaming can offer.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue>** #19 — **81**
An action adventure of Hollywood proportions from Sega.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue>** #28 — **89**
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue>** #17 — **85**
Strikes new ground for creative gaming. Less, literally, is more.

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue>** #27 — **70**
Satisfactory, if flawed – A good, solid fantasy, though.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue>** #19 — **82**
Stylish, dark and violent but marred by ropey looks

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue>** #09 — **76**
Some inventive ideas let down by basic design flaws.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue>** #20 — **96**
Worth every bit of the hype.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue>** #17 — **46**
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue>** #07 — **62**
Hi-tech combat lost in dull environments.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue>** #07 — **80**
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> NTSC **Issue>** #22 — **89**
A perfect balance of strategy and combat.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue>** #27 — **89**
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue>** #08 — **68**
Compelling, but nowhere near *MGS2*.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue>** #24 — **73**
Good idea and atmosphere, but slow moving.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue>** #13 — **80**
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue>** #13 — **56**
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue>** #20 — **35**
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue>** #20 — **68**
Brave, enjoyable, but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue>** #24 — **40**
Save your cash for *Onimusha 2*.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue>** #15 — **88**
This version's short, but the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue>** #17 — **78**
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue>** #24 — **70**
Very hard in places, but still good fun.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue>** #20 — **75**
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue>** #29 — **48**
Great hero, very average game.

TERMINATOR: DAWN OF FATE
Publisher> Infogrames
Version> PAL **Issue>** #28 — **49**
Nicks all the best ideas from other games.

THING, THE
Publisher> Vivendi
Version> PAL **Issue>** #27 — **83**
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Infogrames
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not a great deal of depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Enormous comic bosoms are sadly no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue**> #27 — 55
Inadequate play mechanics don't do the manga strip justice.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull.

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive.

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system.

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
The sherbet-flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue**> #28 — 91
Beautiful, emotional racing. Essential.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3
Publisher> Codemasters
Version> PAL **Issue**> #29 — 88
McRae's long-awaited PS2 debut is a triumph.

CRASHED
Publisher> Rage
Version> PAL **Issue**> #28 — 31
Half-hearted effort that feels like a bonus section.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing, but a little too predictable.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue**> #27 — 67
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002
Publisher> SCEE
Version> PAL **Issue**> #29 — 68
The most complete package yet, let down by stupid errors.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, with depth for veterans.

F1 2002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it.

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue**> #19 — 80
New cars, but GT pros might feel short-changed

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play.

GUMBALL 3000
Publisher> SCi
Version> PAL **Issue**> #29 — 73
Superfast road racing that's fun while it lasts

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls + poor racing = lacklustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few extras, but no great shakes.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 — 72
Better than *Freekstyle* – but doesn't measure up to the best.

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue**> #29 — 88
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 — 56
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS
Publisher> Activision
Version> PAL **Issue**> #29 — 68
One of the better B-list rally games.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 — 46
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best.

SHOX
Publisher> EA
Version> PAL **Issue**> #28 — 61
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — 77
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — 45
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — 38
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 — 74
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — 36
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 — 45
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 — 64
Fast and fun but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 — 44
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 — 13
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — 76
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 — 82
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

V-RALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — 73
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
Looks ace and handles brilliantly

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue**> #29 — 85
One for true enthusiasts and no-one else.

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue**> #29 — 60
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — 88
Clever, pacey and plot-heavy. Most detailed FPS yet

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 — 58
Capcom's best lightgun game yet, but still too lumbering.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
BEST FPS TITLE If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
Every element thrown in so fast you can't help but enjoy it.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — 89
A supremely atmospheric and absorbing experience.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gaming gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 — 85
An enjoyably brainless, highly destructive romp.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — 64
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — 75
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 — 57
Repetitive, short and unimaginative.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 — 95
Zen-balanced, succulent gameplay that just simply belongs on your PS2.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 — 71
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — 43
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 — 63
More Fökker than F14 – this flawed flier fails to take off.

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 — 36
About as much fun as pulling your eyelashes out.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty.

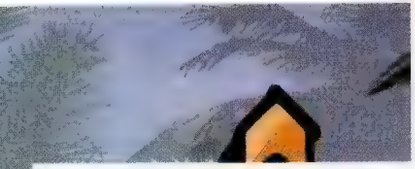
ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning.



ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launching on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 — 64
A capable and enjoyable platformer. If you're six.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — 25
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 — 81
Excellent ideas in need of some pruning.

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cutscenes doesn't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design.

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue**> #29 — 91
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming.

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue**> #28 — 70
Great fun for a quick platforming fix.

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue**> #29 — 75
Not that polished, but not a decision you'd regret.

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue**> #29 — 50
Made with a soulless corporate agenda.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 — 40
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire. The combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue**> #23 — 87
An enchanting action RPG, but a little too rambling.

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue**> #29 — 88
Instantly accessible and beautifully realised.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — 54
Moody and incompetent RPG – only for hardcore fans.

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue**> #28 — 59
Attempts to put a new spin on the RPG, but falls short.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations.

SUMMONER 2
Publisher> THQ
Version> PAL **Issue**> #29 — 73
Usurps the original, but not much inspiration or invention.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
BEST SHOOT-EM-UP Lots of stuff to do, humour and extras.

GUNGRAVE
Publisher> Sega
Version> NTSC **Issue**> #27 — 79
Criminally short, but impossibly cool.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 — 17
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 — 63
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 — 68
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — 80
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level mission structure.

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28 — 32
Nice idea, poorly handled.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 — 84
Fabulously well implemented and easy to grasp.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A ham-fisted effort that's rotten to look at and to play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacks any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 — 81
A refreshing alternative, and a huge improvement.

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 — 49
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28 — 48
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star*.

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A rubbish game, repackaged and aimed at young fans.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28 — 75
Slickly-produced, hard-working water-borne fun.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28 — 88
A lesson in how to make the definitive sports simulation.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 — 61
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 — 70
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

NHL 2003
Publisher> EA
Version> PAL **Issue**> #28 — 69
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28 — 80
A solid-hitting hockey game.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue**> #29 — 94
Konami retains the PS2 footy crown.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcader or the substance of a sim.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects.

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28 — 64
Gameplay imbalance turns this into a B-ball also-ran.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 — 08
An absolute shocker.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28 — 74
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
BEST SKATING TITLE A brilliantly-realised challenge.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 — 93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
The one-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy.

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue**> #29 — 59
Tidy looks, but frustrating control system.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans.

UTILITY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ.

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2.

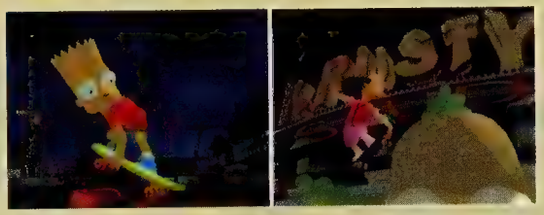
MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
Poor – but the naff video generating element's a laugh.

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...

SHRED THIS!

MATT GROENING



PlayStation.2

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PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

TYRE LITTLE TENDERNESS: Unlock the best cars in *NFSII* with our handy cheat codes. Bongo.

CHRISTMAS TIME, MISTLETOE AND WINE... OH, YOU KNOW THE REST...

DAN

By now, you're probably sick of Christmas, slouched on your sofa blubbing brandy-laced tears on to a badly wrapped aftershave selection pack. Since October, the stores have been playing The Best Christmas Songs in the World... Ever, Part 4, while every time you turn on the TV, you're confronted by that smarmy jumper-clad pleb from the Boots ad who finished his shopping *ages* ago, sipping mulled wine while stroking his Titanium Powerbook and kissing his supermodel wife-turned-mother-of-six. If Jesus died for our sins, why doesn't the CEO of Woolworths return the favour for the agony of Christmas shopping? Aw, *c'mon*.

Yep, there's only one thing for it, nab yourself a litre of eggnog and retreat to the bedroom with a clutch of therapeutic AAA games. Bemused by that BHS voucher from your well-intentioned aunt? Treat yourself to a Ferrari F50 in *Need for Speed 2*. Want to smack that cloying ex-schoolmate who makes his annual trip to the boozer to 'catch up with his real buddies', while winking smugly at his accountant girlfriend? Replicate his oily mug in *WWE Smackdown! SYM* and flatten him with a table. Worried about that post-Christmas paunch? Play *THPS4* on a treadmill for the ultimate mental and physical workout.

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

Ah, that's better. Pop on your slipper socks, grab a mince pie and have a blinding Christmas. You deserve it. Games might just be a pleasant distraction, but there's no reason to feel ashamed. Us? We'll be the ones swearing at the nice lady in Thorntons on Christmas Eve...

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

>the pick of what's new トクセンジョウホウ

HOT TIPS

"You're the tips of humanity" as John McEnroe once said. Well, he would have done if he was dyslexic...

NEED FOR SPEED 2: HOT PURSUIT

We were originally going to make a cheap joke about camshafts, gearsticks and willies, but we've decided to make this noise instead: FLLLUUURGGHH!... ah, high brow.

All codes must be entered at the main menu:

Unlock BMW Z8:
□, →, □, →, R2, △, R2, △

Unlock HSV Coupe GTS:
L1, L2, L1, L2, R1, △, R1, △

Unlock McLaren F1 LM:
○, L1, ○, L1, △, →, △, →

Unlock Porsche Carera GT:
←, →, ←, →, R1, R2, R1, R2

Unlock Ferrari F50:
L1, △, L1, △, →, L2, →, L2

Unlock Ferrari F550:
L1, ○, L1, ○, →, R1, →, R1

KINGDOM HEARTS

Can't afford Star Wars Episode 2: Attack of the Clones? Down a cheeky Glenfiddich, indulge in a couple of Ferrero Rocher, and watch 101 Dalmatians. They've nothing in common, but you'll feel better the next day. Or maybe not.

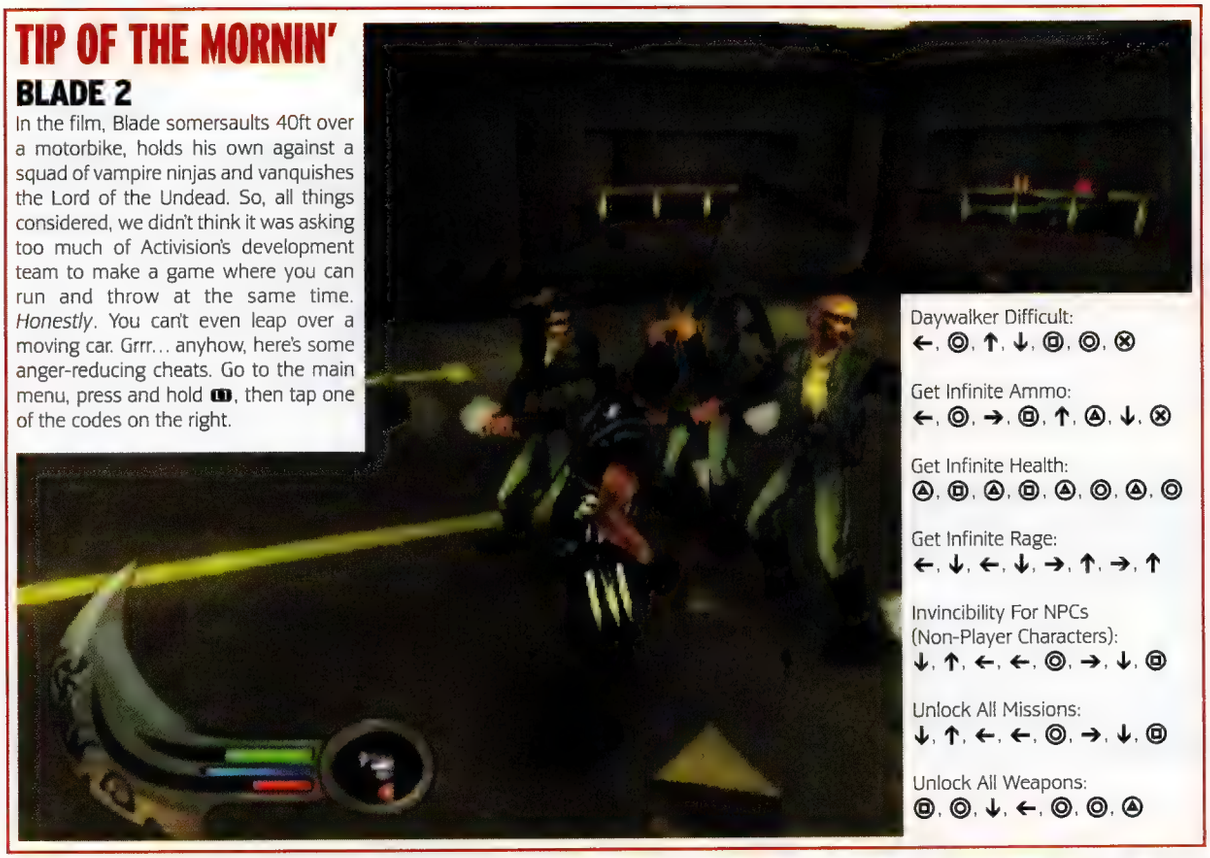
Secret Ending

To get the secret ending, beat the game with 99 Dalmatians, all the Keyholes locked – including the

TIP OF THE MORNIN'

BLADE 2

In the film, Blade somersaults 40ft over a motorbike, holds his own against a squad of vampire ninjas and vanquishes the Lord of the Undead. So, all things considered, we didn't think it was asking too much of Activision's development team to make a game where you can run and throw at the same time. *Honestly*. You can't even leap over a moving car. Grrr... anyhow, here's some anger-reducing cheats. Go to the main menu, press and hold L1, then tap one of the codes on the right.



Daywalker Difficult:
←, ○, ↑, ↓, □, ○, ✕

Get Infinite Ammo:
←, ○, →, □, ↑, △, ↓, ✕

Get Infinite Health:
△, □, △, □, △, ○, △, ○

Get Infinite Rage:
←, ↓, ←, ↓, →, ↑, →, ↑

Invincibility For NPCs (Non-Player Characters):
↓, ↑, ←, ←, ○, →, ↓, □

Unlock All Missions:
↓, ↑, ←, ←, ○, →, ↓, □

Unlock All Weapons:
□, ○, ↓, ←, ○, ○, △

Hundred Acre Wood – with the Hades Cup completed.

Find Pooh's Torn Pages/ Unlock Minigames
After completing the second quest in Traverse Town, you'll find a book of Winnie-the-Pooh inside Merlin's house, with a few of the pages missing. To restore all of the locations, unlocking a neat selection of minigames and a couple of hidden items along the way, find the following Torn Pages:
Traverse Town:
Rescue 51 Dalmatians.
Agrabah:
The Dark Chamber in the Cave of Wonders.
Monstro:
Chamber 6.
Halloween Town:
The bookcase in the Doctor's Lab.
Atlantica:
Ariel's Grotto.

Fight as Ling Xiaoyu (school uniform):
Complete the game in story mode as Ling Xiaoyu. Then highlight Ling Xiaoyu and press △ at the character selection screen.

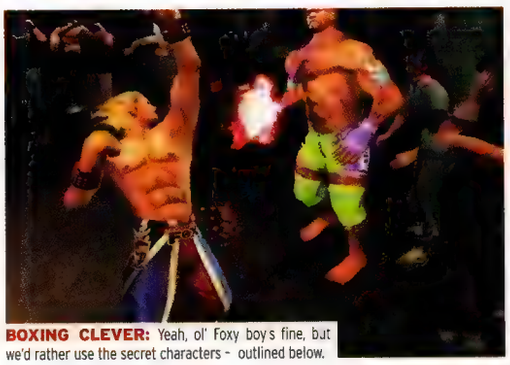
Fight as Panda:
Highlight Kuma when you're at the character selection screen, and then press △ or ○.

Fight as Violet:
Highlight Lee at the character selection screen, then press ○.

Dojo stage:
Simply complete the game in Tekken Force mode.

Theater mode:
Complete the game in Story mode.

Ranking password:
Once you've completed Time Attack, Survival, Tekken Force or Training mode, hold □ and △ and press ↑/→ to display a password corresponding to your rank.



BOXING CLEVER: Yeah, ol' Foxy boy's fine, but we'd rather use the secret characters - outlined below.

View move names:
Press Select during the match you're playing and perform a combo to see its name.

TEKKEN 4

King of the fighters? Or, if you look at it another way, an impenetrable, graphically tedious, idea-starved anachronism, that's championed solely by a few nostalgia bores and violent obsessives. Hmmm...

Fight as Eddy Gordo:
Complete the game in story mode as Christie Monteiro. Then highlight Christie and press △ at the character selection screen.

Fight as Miharu:
Complete the game in story mode as Ling Xiaoyu. Then highlight Ling Xiaoyu and press ○ at the character selection screen. Miharu looks – and plays – like Ling from *Tekken 3*.

ONE BRYANT LEAP FOR MANKIND

After a brief unpopular venture promoting sweetcorn, Jonnie's returned to what he knows best – reminiscing about his tragically mis-quoted moon landing of July 20th 1969. "Attention Houston. I'm stepping on to the surface... ooh, this is dead exciting... here goes... *One small step for a man, one Bryant leap for mankind...* tcccht... Sorry, Houston? That's right, BRYANT leap... yippee! Thanks, controller Armstrong... Anyhow, did you know you can replicate the feeling of zero gravity in *THPS3* by typing backdoor (in lower case) at the cheats menu, and selecting the moon physics option? Weee, no one can see the strings...

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2
You must enter the M code for these AR2 codes to work.

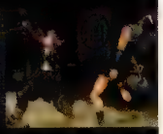
TIMESPLITTERS 2 (M)
0E3C7DF2
1853E59E
EE9EE982
BCED7672

All Unlocked
DE45117Z
BBA89A82

Inf Health
DE9BFAB6
F8AADD03
DE9BFAEA
68EA9C1F

Inf Ammo
DE914E16
BCA99B83

ONIMUSHA 2 (M)
0E3C7DF2
1853E59E
EE8A522A
BCA99C80



Massive Vitality Gauge
D17A5FBE
C8A9A783

Hyuoujin-Yari Tech.2
D17A18E2
BCA99B84

Massive Magic Power Gauge
D17A337E
C8A9A783
D17A31D6
C8A9A783

Senpumaru Tech.2
D17A1FFA
BCA99B84

Dokutsui Tech.2
D17A1F92
BCA99B84

Pots Of Cash
D17A3746
BCAA2122

Red Necklace
D17A1A0A
BCA99B84

Inf Enhancement Points
D17A31DA
BCAA8B83

Blue Necklace
D17A1A12
BCA99B84

Rekka-Ken (The Daddy)
D17A25F2
BCA99B84

Yellow Necklace
D17A1A1A
BCA99B84

Buraitou Level 3
D17A25D2
BCA99B84

Green Necklace
D17A1A22
BCA99B84

Senpumaru Level 3
D17A249A
BCA99B84

White Necklace
D17A1A2A
BCA99B84

Dokoutsui Level 3
D17A24B2
BCA99B84

Black Necklace
D17A1A32
BCA99B84

Tri-Barrel Gun + Burst Bullets
D17A2462
BCA99B84

Purple Necklace
D17A1A3A
BCA99B84

Buraitou Tech.2
D17A18CA
BCA99B84

Orange Necklace
D17A1AC2
BCA99B84

99 Perfect Medicines
D17A23EA
BCA99BE6

PRO TIPS

"TEST AN EXPERT"

TEST... OLLIE THE MAGIC BUM

Higher than Charlie Sheen on a cocktail of sandwich crusts and cleaning products. But surprisingly good at *Kingdom Hearts*.

POOH HOLE: Maddened by the coliseum? Seek expert help below.

INSANE

Dear PSM2,

I just bought *Kingdom Hearts*. The game's great, but there's a bit that's driving me mad. No matter what I do, I just can't finish the Hades Cup at the coliseum. Beating Cloud and Leon is hard enough, but Hades is just insane. What do I need to do?

Paul Street, Liverpool

First up, try to reach Hades with minimal damage. Let Goofy and Donald deal with Cloud, while you focus on Leon. Don't rush in, just deflect his attacks using the block command, and rush in when he staggers. Patience is the key. Don't be afraid to retreat for a health potion, or wait for Donald to cast a heal spell. Cloud requires similar tactics, but packs a vicious impaling attack, activated when he leaps back and yells. Hades is really tough, as he's protected by an 'invisible' shield which you need to wear down.

When Hades fires flames from his hands, just run away until he tires, then charge in. When the flames start again, repeat the process. Eventually, he'll go red and float into the middle. Whatever happens, don't stand at his sides, get in close and attack from the front or rear – that way, you'll dodge his flame attacks. This merciless assault lasts about ten seconds, so don't rush in or he'll decimate your energy. When the flames appear, try to dodge roll in the same direction. If you're further away, the flames always catch you up. When Hades turns blue, pile in with the keyblade for a quick kill. The Rock Titan is easy, just keep hitting his feet.

See, the fing is ... uuurrr ... the fing about the fing ish ...

BAFFLED

Dear PSM2,

I've completed *TimeSplitters 2* on normal, and was a little baffled by the secret cartridges I kept finding. What's the use of the Astrolander cart in Tokyo? Does it unlock a secret area or new characters? Any advice would be great.

James Crow, via email

SPLIT THE DOG: Finished it already? Head down to the Challenge Mode for a real test.

There are a number of hidden cartridges in the game, which can be played using your temporary uplink. Sadly, the games can only be played during the level in question. The first cart, Anaconda, is found in Siberia, on the left hand shelf in the room with the two guards and the melons. The Astrolander is in NeoTokyo, in the room with the laptop where you upload the photos, inside the second locker.

Urrrrrr ... f, f, fugoff ... ish mine ... ish all mine ...

QUICKIE

Dear PSM2,

Just a quickie. Is it possible to play co-op Master League in *Pro Evo 2*? And why is the commentary so terrible?

Darren Ogden, Wigan

Yes, Konami have re-instated the co-op mode. Begin the Master League like you would as normal, start your first game, select Player Setting in the Set Up menu, and click the pads across as usual. As for the commentary, the Japanese script was translated and recorded verbatim by Trevor and Peter. That's why it sounds like a lottery of platitudes, read by off-peak BBC3 continuity announcers.

Urrr ... lookish ... shkateboard ... wassa? Wha ya doing? ...

BOOTS MANUVA: Yes, you can finally play Master League in two-player. Well done, Konami.

STAMPY

Dear PSM2,

Help! I can't get into the aquarium in the Zoo level in *THPS4*...

Richard Webster, via email

Leap on to the building by Stampy – perform a spine-transfer to get on top – then ollie on to his back and pull a grind. Stampy will smash the aquarium door down. Easy.

He's gonna jump my legs, ish gonna be OK ... wassa? ... AAAAIIEEE! My shins! PHHRRRT ... thas torn it ...

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

THPS4: You probably know that tapping R2 corrects your balance mid-fall, but you can also perform a power-slide by holding L1 and R1 while pressing down. It'll stop you dead, and turn you round 180°.

APE ESCAPE 2: To defeat the infamously difficult unicycle monkey boss, charge head on with the dash hoop, and when he falls over, spin the dash hoop again and run him over – that's when he takes damage.

PRO EVO 2: Tap L1 and ▲ to square the ball into the box – quicker than winding up a cross. And the stats have been revised, so the best teams are now France, Italy, Argentina, Holland and England.

TIMESPLITTERS 2: In the Tokyo level, use the laptop radar to guage the camera's line of sight. In the room where you download the photos, examine the lockers to reveal a rifle, plus a super secret Astrolander cart.

LORD OF THE RINGS: THE TWO TOWERS To get a great score, mix up your attacks with parrys, using the ○ button. To defeat the swamp beast, charge in and slash his tentacles when they wobble, then hit him with arrows.

HITMAN 2: In Invitation to a Party, kill the spetsnatz agent first. Garotte the urinating butler, nick his clothes and head for the ballroom. Follow him when he leaves and bust a cap when he gets somewhere quiet.

RATCHET & CLANK: When you're on Aridia, once you've managed to climb out of the construction site, boost-jump right across the mud to reach the central island where a golden bolt lies in wait.

FINALLY, A CORDLESS CONTROLLER WORTHY OF YOUR ATTENTION.

Every gamer has yearned for the freedom of a cordless controller. But there's never been one worthy of commitment...until now. The Logitech® Cordless Controller for PlayStation® or PlayStation®2 works flawlessly from up to 20 feet away, pointing in any direction. It's the only cordless controller licensed by Sony Computer Entertainment Europe. And it's the one controller you'll find impossible to put down.

Logitech

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PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Within these bamboo-and-paper walls you will find only the greatest gaming ninjas. Join us...

NEW LEAGUES

In addition to all the existing challenges, from next issue we're introducing two new leagues. You must complete a challenge in each league to win the prize.

BMX XXX
Bond vs. Nightfire

WIN! **GOODNESS GRACIOUS** Hey, hey, hey. We've got loads of seasons to be cheerful (geddit?) this dojo, and next month we'll be bestowing a wealth of fresh game gear on five of the best of the best.

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a stack of seasonal booty. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkeys. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

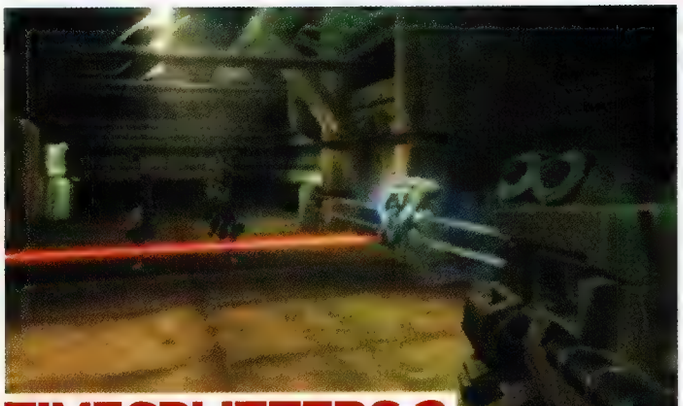
5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!

☑ Photo ☑ Video ☑ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Friday 22nd November. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.



TIMESPLITTERS 2

Get into shape with these challenges this month as next issue we've got an exclusive *Eidos TimeSplitters 2* giveaway for the best times.

GLASS SMASH
Bricking It NEW CHALLENGE!

34"9	Tim Williams
36"7	Mark McDonnald
3"8	Rich Merriot
40"5	Sam Mendham
41"2	Tom Perkins

INFILTRATION
Silent But Deadly

31"8	Wayne Drummond
33"9	Robert Milly
34"6	John O'Conner
35"0	Duncan Thatcher
38"7	Rich Merriot

BANANA CHOMP
Gone Bananas

54"6	Michael Roy
56"8	James Bradford
58"2	Piers Townsend
59"4	Tony Day
1'10"2	Rick Hubbard

CUTOUT SHOOTOUT
Take 'em Down

3525	Michael Roy
3500	Robet Anthony
3250	Peter Mawer
2675	John Brabbing
2600	Jeremy Sptiz

HITMAN 2 SILENT ASSASSIN NEW CHALLENGE!

Easy enough, this lot, except you have to complete them with a Silent Assassin ranking – that's no alerts, no civilian deaths and a stealth rating of 100%. Tricky stuff...

ANATHEMA

7'03"	Ian Ludbrook
7'27"	Richard Culling
7'56"	Barry Johnson
8'21"	David Mill
8'36"	Casper Baker

ST PETERSBURG STAKEOUT

6'25"	Tim Appleby
6'45"	Jonathan Smith Howell
6'48"	Douglas Buntrock
7'22"	Graham Burgess
8'01"	Paul Kingshot

KIROV PARK MEETING

7'59"	Joshua Stanard
8'16"	Febus Woodard
8'22"	Daniel Bale
8'47"	Alastair Sait
9'16"	John Broom

INVITATION TO A PARTY

8'23"	Adam Mayall
8'44"	Paul Brown
9'03"	Simon Codling
9'32"	Adrian Cliff
9'56"	Shaun Rodwell

TRACKING HAYAMOTO

8'43"	Toby Johnson
8'48"	Tomas Merriott
9'12"	Adam Savage
9'18"	Ken Wagatsuma
9'28"	Gary Driver

BURNOUT 2

Think you can overtake these petrol-heads? Grab any vehicle you want and rip up the following tracks in the quickest possible time.

NEW CHALLENGE!

AIRPORT TERMINAL 3

0'35"279	Chris Hill
0'39"137	Paul Morgan
0'39"546	Sam Coogan
0'40"933	Peter Waits
0'41"016	Darren Camp

AIRPORT TERMINAL 1&2

1'23"120	Chris Hill
1'35"398	Simon Mathews
1'35"667	Ian Hammond
1'36"055	Peter O'Neil
1'38"001	Raymond Cutts

INTERSTATE LOOP

1'02"459	Chris Hill
1'11"223	Dean Loftus
1'11"886	Sam Coogan
1'13"278	Roger Wright
1'15"983	Mark DeWale

88 INNTERCHANGE

2'26"699	Chris Hill
2'50"768	Julian Parker
2'50"773	John Goldstein
2'51"560	Kevin May
2'52"046	Richard Smith

PALM BAY HEIGHTS

1'07"580	Chris Hill
1'25"901	Peter O'Neil
1'26"006	Tim Woodley
1'27"776	Phoebus Roe
1'28"282	Uri Magnuson

PALM BAY MARINA

1'37"039	Chris Hill
1'45"098	Brian Kerr
1'46"018	Paul Mitchel
1'46"299	Tim Woodley
1'47"125	Graham Tyler

SUNRISE VALLEY DOWNTOWN

0'46"959	Chris Hill
0'52"119	Daniel Jenkins
0'52"643	Melvin Warner
0'54"000	Don Mower
0'54"333	Nathan Rodgers

SUNRISE VALLEY SPRINGS

1'14"834	Doug Perry
1'15"128	Carl Winstaff
1'18"000	Jason Alexander
1'18"720	Chris Hill
1'19"007	Robert Combs

BIG SURF GROVE

1'18"159	Chris Hill
1'20"727	Tim Robinson
1'21"553	Ray Jenkins
1'21"932	Wilf Parker
1'22"121	Jason Alexander

BIG SURF SHORES

1'48"659	Chris Hill
1'54"835	Thomas Willard
1'55"223	Daniel Compton
1'58"064	Lee Chang
1'59"991	Trevor Kadel

CRYSTAL SUMMIT PEAK

0'51"519	Chris Hill
0'58"859	Giles Attenborough
0'59"552	Ralph Stocks
1'00"703	Paul Stanard
1'02"555	Felix Taylor

CRYSTAL SUMMIT LAKE

2'13"233	James Young
2'13"876	Kevin Bull
2'14"939	Chris Hill
2'15"767	Tony Woods
2'17"049	Nicholas Wyatt

OCEAN SPRINT

2'19"009	Sam Hardy
2'19"677	Joe Cater
2'00"316	Doug Weaver
2'01"259	Peter O'Neil
2'02"760	Mathew Hurren

HEARTBREAK HILLS

2'15"886	Lee Jervis
2'15"893	Adrian Spells
2'17"002	Hugh Potter
2'17"665	Luke Harvey
2'19"054	Jim Webster

FREEWAY DASH

2'45"788	Julian Long
2'45"838	Lionel Elliott
2'47"703	Hugh Potter
2'48"123	Karl Hirons
2'50"070	Andrew Baron

TEKKEN 4

Master of the iron fist? Well, that remains to be seen. Get locked into the game's survival mode and see if you can go the distance.

NEW CHALLENGE!

SURVIVAL MODE

Wins	Character	
18	Paul	Conner O'Hara
17	Nina	Douglas Molloy
15	Paul	Neil Ward
14	Yoshimitsu	John Midgley
12	Heihachi	Sam Vincent

GRAN TURISMO 3

No sign of this one freewheeling into the pits. So, plonk yourself behind the wheel of the Castrol Supra and send in your Free Ride Arcade times.

SUPER SPEEDWAY

0'24"306	Vaughan Welsh
0'26"696	Daniel Byatt
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'28"341	Dave Barnard

MIDFIELD RACEWAY

0'57"409	Vaughan Welsh
0'57"426	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"249	Dave Barnard

SMOKEY MOUNTAIN

0'52"295	Vaughan Welsh
0'56"629	Christopher Hill
0'56"644	Chadi Samad
0'57"861	James Gott
0'58"707	Desmond Foley
1'01"817	Donna Betts

TRIAL MOUNTAIN

1'04"681	Vaughan Welsh
1'06"337	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry

SWISS ALPS

0'56"784	Kim Saarinen
0'58"669	Christopher Hill
1'04"600	James Gott
1'04"681	Vaughan Welsh
1'06"673	Desmond Foley

TONY HAWK'S PRO SKATER 4

NEW CHALLENGE!

Avoid Career Mode and, if you want to make it on to the DVD, we want to see varied runs making full use of the terrain as well as a few spine transfers or flatland tricks to add some flava.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

IN THE DOJO

PLACES FOR FACES

WINNER!

CHRIS 'NITROUS' HILL

Inmate of the month award...

Christ alive Chris, give the others a chance! No sooner had the *Burnout 2* challenge touched the page than this chap muscled his way into pole.

WINNER!

ADAM JUSTICE

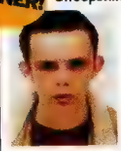
Do the okey kareokee...

So you know Liberty City like the back of your hairy hands Ad, but let's see how you do on the bad streets of Vice City. Cop cars and cheats won't help you there.

WINNER!

VAUGHAN WEST

Sheepskin driving gloves...

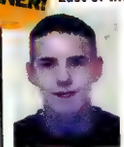


Despite problems with aerodynamics, Vaughan's topped four out of the five tracks in our *GT3* challenge. See, you *can* teach an old game new tricks.

WINNER!

PAUL MCKENZIE

Last of the old guard...



Just the one track for Paul but boy, what a stonker. His assault on Hillside Pass has clipped a good two seconds off the top. Let's see what he can do with the sequel...

WINNER!

LEE WALKER

A little bit of what you fancy...

Lee's not picky. Like us he's willing to give anything a go. Which is why he's hit the ranking in two of our leader boards. Where do we find more guys like you, Walker?

The Action Replay discs fall away to make room for a bundle of Christmas cheer for each of our Dojo Experts. Don't worry, though, as from next issue the top five scores will be receiving something equally wonderful. Keep the videos coming...

SSX TRICKY

Come on. Let's see if there's any room left at the top for some fully stated boarders before the snows finally melt.

TOP SCORES

Snowdream	1,813,890	Alex Sandison
	1,701,450	Alex Sandison
	1,557,780	Jonathan Minott
Elysium Alps	2,730,740	Austin O'Toole
	2,629,495	Sam Payne
	2,591,760	Jeff Bell
Merqury City	2,828,640	Alex Sandison
	2,594,165	Austin O'Toole
	2,265,770	Sam Payne
Mesablanca	1,500,890	Alex Sandison
	1,435,645	Austin O'Toole
	1,036,880	Amanda Offord
Tokyo Megaplex	31,714,410	Lee Walker
	2,409,945	Alex Sandison
	2,198,630	Austin O'Toole
Pipedream	2,531,230	Austin O'Toole
	2,325,820	John Norman
	2,312,200	Anthony Portch
Garibaldi	2,133,850	Alex Sandison
	1,983,820	Austin O'Toole
	1,947,200	Chris Abnett
Alaska	2,123,410	Alex Sandison
	2,075,255	Amanda Offord
	1,837,801	Jeff Bell

TOP TIMES

Snowdream	1'47"93	Austin O'Toole
	2'05"10	Frederick Astier
	2'06"55	Alex Duffy
Elysium Alps	3'26"16	Austin O'Toole
	3'28"38	Simon Baggott
	3'30"14	Frederick Astier
Merqury City	2'31"26	Austin O'Toole
	3'28"76	Gareth Russell
	3'29"43	Carl Musgrove
Mesablanca	2'13"58	Austin O'Toole
	2'16"74	Lee Walker
	2'29"54	Andy Lyle
Tokyo Megaplex	2'26"44	Austin O'Toole
	3'15"13	Dean Edwards
	3'21"68	Damian Lobbett
Aloha Ice Jam	1'32"99	Austin O'Toole
	1'37"64	Alex Duffy
	1'40"75	Carl Musgrove
Garibaldi	2'38"54	Austin O'Toole
	2'39"54	Carl Musgrove
	2'40"43	Gareth Russell
Alaska	4'06"23	Andrew Stone
	4'14"21	Austin O'Toole
	4'23"56	Frederick Astier

CRAZY TAXI

Any car, any driver. All you've got to do is show us just how much cash you can pull down in one shift.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

Dig deep, roll with the punches and stun us with your survival instincts. Make sure you fill all the criteria when you enter, though.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

GRAND THEFT AUTO 3

This is probably going to be the last great shout for this one, but there are still some fantastic runs from a few of you out there to guarantee it goes down like a wounded bull.

THE CROSS TOWN TRAFFIC CHALLENGE

This is a real test of your driving skills. The challenge we've devised is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse in the shortest time you possibly can. We're going to be easy on you, though – so anything goes, except for using the Dodo.

FASTEST TIME

1'10"00	Adam Justice
1'22"00	Tommy Willumsen
1'25"00	Shaun Selley

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide – but you *can't* enter any more cheats, pick up bribes or get a spray job.

LONGEST TIME

15'14"00	Karl Wood
11'46"23	James Febbupt
11'35"	Mithun Umrao

THE FLYING WITHOUT WINGS CHALLENGE

For how long can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill.

LONGEST TIME

129,747 secs	Tommy Willumsen
9188 secs	Ari Luukkonenn
6581 secs	John Scott
6419 secs	Desmond Foley

BURNOUT

Actually, we still rate this as being the more difficult of the two *Burnouts*, so hat's off to anyone who can make the grade here. To truly impress us, though, you'll have to gain rankings in both!

HILLSIDE PASS
1'28"738	Paul McKenzie
1'30"359	Shaun Hewer
1'32"382	Christopher Hill
1'34"250	Justin Beard

RUSH HOUR
1'58"299	Shaun Hewer
2'01"999	Simon Douel
2'04"888	Christopher Hill

USA MARATHON EX
5'25"239	Shaun Hewer
5'37"456	Paul Griffiths
5'45"129	James Merrett

INTERSTATE
2'12"816	Christopher Hill
2'13"659	Shaun Hewer
2'16"588	Adam Watson

USA MARATHON
5'48"979	Shaun Hewer
5'52"250	Paul Griffiths
5'53"388	Adam Watson

EURO MARATHON EX
3'31"999	Shaun Hewer
3'42"674	James Merrett
3'48"994	Paul Griffiths

COUNTRY CHAOS
1'27"279	Shaun Hewer
1'32"883	Christopher Hill
1'35"383	Simon Douel

EURO MARATHON
3'38"300	Shaun Hewer
3'47"100	James Merrett
3'56"228	Paul Griffiths

NIGHT SHIFT
1'18"819	Shaun Hewer
1'20"650	Christopher Hill
1'24"116	Simon Douel

SUNSET RIVER
1'35"219	Shaun Hewer
1'36"259	Simon Douel
1'36"900	Christopher Hill

GRIDLOCK USA
1'19"559	Shaun Hewer
1'21"279	Simon Douel
1'22"583	Justin Beard

TWILIGHT HARBOUR
1'56"850	Christopher Hill
1'57"299	Shaun Hewer
2'00"316	Justin Beard

CLIFF HANGER
1'30"595	Shaun Hewer
1'32"819	Simon Douel
1'34"638	Christopher Hill

HARBOUR TOWN
1'51"100	Shaun Hewer
2'00"116	Christopher Hill
2'02"226	James Merrett

DEAD OR ALIVE 2

Keep your wits about you: you'll need to knuckle down and make every counter count in order to beat this lot.

SURVIVAL MODE
100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter

TIME ATTACK MODE
1'12"84	Bryan Henriquez
1'14"72	Jan M de Vlas
1'17"27	David R Holt

METAL GEAR SOLID SONS OF LIBERTY

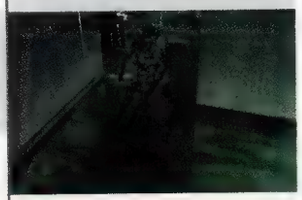
With *Substance* on the horizon, we'll be winding this one up soon. That said, there's still time to leave your indelible mark on the rankings.

OLGA
00'16"94	James McNeela
00'17"92	Shaun Mannion
00'17"96	Lee Walker

SOLIDUS
00'27"20	James McNeela
00'34"18	Lee Walker
00'40"46	Christopher Hill

FATMAN
00'21"78	James McNeela
00'25"22	Ryan Lee Cant
00'24"46	Lewis McKenzie

OVERALL TIME
2:10:46	James McNeela
2:46:24	Lewis McKenzie
2:48:74	Desmond Foley



HARRIER
00'32"98	Lewis McKenzie
00'40"20	James McNeela
00'41"44	Desmond Foley

VAMP
00'01"88	James McNeela
00'02"92	Lee O'Halloran
00'03"12	Lee Walker

METAL GEAR RAY
00'07"26	James McNeela
00'08"92	Christopher Hill
00'08"92	Russell Porter

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

STATE OF EMERGENCY

Smash it up and show the world you've got what it takes to clean those city streets.

THE CAPITOL CITY MALL
3-Minute Kaos

1,642,800	Daryl Turnbull
724,700	Carl Robinson
561,800	Theo Litston

Last Man Standing

3.09	Sean Bedford
6.08	Andy Minkley
6.13	Johnny Martin

CHINATOWN
3-Minute Kaos

1,434,400	Daryl Turnbull
538,000	Danny Barham
518,200	Carl Robinson

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE
3-Minute Kaos

574,300	Danny Barham
532,700	Carl Robinson
406,400	Chadi Samad

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL
3-Minute Kaos

625,500	Carl Robinson
585,100	Danny Barham
515,700	Sean Bedford

Last Man Standing

10.33	Sean Bedford
12.20	Dean Cash
12.23	Johnny Martin

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game ..... Score .....

Name .....
Age .....
Address .....

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GTA: VICE CITY

PART 1

AMBITIOUS? You will be. *Vice City* throws you headlong into a pitched battle to take over the city. In our huge guide you'll find out everything you need to complete the Protection Racket Asset, the first big hurdle to jump.

grand theft auto vice city

AIM OF THE GAME

If you've never heard of *Grand Theft Auto 3*, you must have been living under house arrest for the past three years. The best-selling PS2 title ever, it's never left the top ten. *Vice City* is the follow-up, relocating the action to a sun-kissed Miami in 1986.

It basically features everything that made *GTA3* so damn good, plus another huge helping of refinements – like the ability to buy up real estate and ride motorbikes.

MIAMI NICE

Aside from the handy dandy map just on the right there, we're going to tell you exactly how to progress with the main missions of the game. If you still struggle, fear not, for cheat codes abound at every turn. Fancy playing as a porn star? In a golf cart? That flies? Easy.

WHAT WE SAID...

GRAND THE FT AUTO: VICE CITY

PSM2 ISSUE #27 October 2002

"*Vice City*'s everything a sequel – everything a *game* should be. It's different, it tries things that haven't been done before."

WHAT WE SAY NOW

Rather than creaking under all the expectations, *Vice City* has flourished. Quite simply, it's the best that videogaming can offer. One of the best games ever made.

97

GTA: VICE CITY MAP

1 IN THE BEGINNING

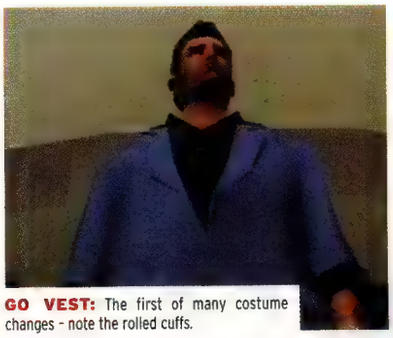
Get in the car provided and drive to the hotel. Walk in the front door and save, then go to the pink marker to start your glittering career as a crimelord.

2 AN OLD FRIEND

Next stop is the office of a two-bit lawyer called Rosenberg.

3 THE PARTY

After his deranged wibblings, you need to head to Rafael's to pick up some hip threads. Once in your new suit, steal the bike some fool leaves unattended, and get to the party. You'll get a quick introduction to some colourful characters. Then you get the most enviable task of escorting Mercedes to the Pole Position club. It's very close by – earning you an easy $100.

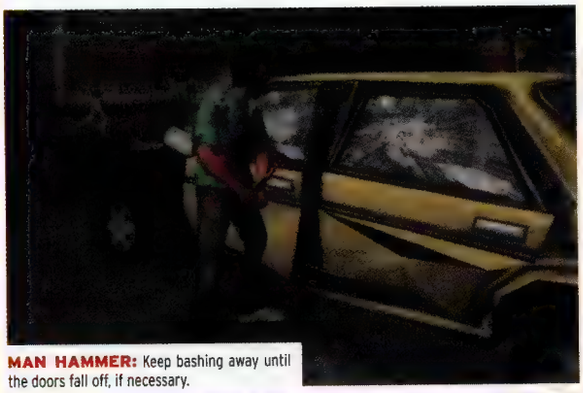


GO VEST: The first of many costume changes - note the rolled cuffs.

4 JURY FURY

You have to intimidate some jury members as a favour – easy peasy. Pick up the hammer and head to the first target. You can do them in any order, of course. The pink arrow will be hovering over a lone car in one instance – trash it with the hammer till you get a cutscene – and over the juror himself in the other.

We trashed his car, then threatened him by pointing a gun at him. He panicked, ran back to his car, then the cutscene automatically kicked in (presumably when he realised it was knackered) and we earned our $400.



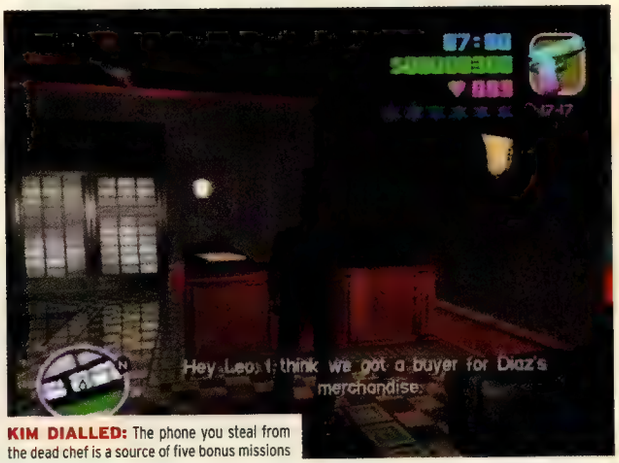
MAN HAMMER: Keep bashing away until the doors fall off, if necessary.

5 BACKALLEY BRAWL

Back to Rosenberg's office, and the next lead is a 'limey' music industry guy called Kent Paul who can usually be found at the Malibu club. You can't miss it – it's the pinkest building in the world. (Again, you can buy the Malibu as a safehouse later.)

Enjoy his gen-u-wine English accent, then follow his advice and head for the chef of the hotel on Ocean Drive – he's standing in a back alley. Beat the crap out of him with ◎ and nick his phone. That's not the end of it, though. Lance comes up and presents himself as an ally – better trust him as there are a load of angry chefs after yo' ass. Stopping to try and kill them only risks getting damaged yourself, so sprint after Lance with ⊗ and get in the cool Infernus with him. Go check out the Ammu-Nation store and remember, you can only hold ONE of each of the eight weapon types at any time. One kind of pistol, one kind of shotgun, and so on. Get back to the hotel for a sweet $200 mission reward.

Once in the hotel, you'll get a call on the stolen mobile. Is this another lead? If you like, you can change clothes before leaving for Rosenberg's again.



KIM DIALLED: The phone you steal from the dead chef is a source of five bonus missions

THE VICE CITY MAP

GETTING STARTED

Of course there are missions to follow, but *GTA: Vice City*'s main hook is the overwhelming sense of freedom you have. Here you don't have to follow the game structure to have fun. In fact, it's important to get out and about and see exactly what the city has to offer.

GENERAL LAYOUT

The map isn't as handy as it could be – you're left to rely on the screen readouts to let you know exactly where you are – so committing areas to memory is essential if you've got somewhere to go. Here's our handy guide to getting your head round the lay of the land:

1 The northern end of the island is called Vice Point. It's the more affluent area of town, where the majority of speedy roadster-type cars can be found. Here you can find Vice Point Mall, but more on that shopping haven later.

2 Drive south almost half way and you'll get to Washington Beach. The middle belt contains a hardware store, a Pay 'n' Spray, and the lawyer's office. The police station is also situated here, bang in the middle of the map.

3 Further south is Ocean Beach. It's got another Pay 'n' Spray, a gun shop and the hospital where you'll recover from the severe police beatings you receive. It also contains the area where you'll save the game, on the eastern strip of road.

4 When the mainland opens up, you'll be able to cross over via one of the three bridges taking in the middle lump of land, Starfish Island, as you go.

5 On the mainland, the northern section is known as Downtown. It has a stadium and a helipad. There's also an Ammu-Nation quite near the pay.

6 At just over the third way mark southwards is Little Haiti, home to a Pay 'n' Spray.

7 The mid-southern belt of the land is Little Havana, home to Screw This tool shop. The police station is also here, on the east coast.

8 On the very southern tip of the mainland is the industrial area and another Pay 'n' Spray.

9 The Western spur of Vice City boasts both the Escobar Airport and the military base.

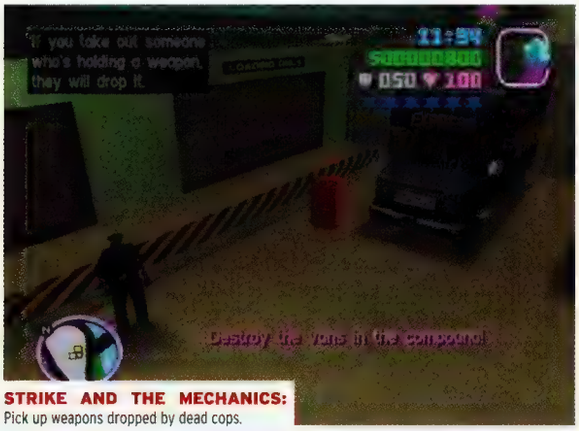
10 The large stretch of beach on the east side of the map can be used to get from one end to the another in ultra fast time – as long as you get in an off-road vehicle with plenty of spring in its suspension, that is.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

6 RIOT

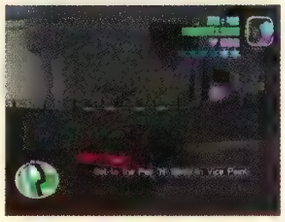
Another favour, and another distraction from the business at hand. Pah. Well, it's probably best to get Avery Carrington's problems sorted for now. For the second time, Rafael's will kit you out in appropriate garb – workers' overalls this time. You need to head to the strike, which is right next to the bridge, and start fighting with at least four other workers to get a good riot going. Once everyone's fighting, there are three vans to destroy. Two are easy – a single shot to the nearby explosive barrel takes them out. The other is a little trickier – we recommend shaking off any workers attacking you, then jumping in it and simply ramming a wall a few times before getting out and backing off to a safe distance. $1000 is yours.



STRIKE AND THE MECHANICS: Pick up weapons dropped by dead cops.

THAT PETROL DEVOTION: Forget blades. This gas-guzzling beast is just for you.

CHAIN HUSSEY: Temporarily unequip the chainsaw, or you'll never catch him.



7 TREACHEROUS SWINE

Head to the new contact area at the Marina. This now replaces Rosenberg's office as the place to go for plot-related missions. And guess what? You're up for your first assassination already. Plus you've got a chainsaw to do it with.

Gonzales is the hapless target, and it's a simple matter of finding his hotel. After a short cutscene, you'll have to run after the fat fool with two of his bodyguards on your ass. Be warned – you run slower when you're holding the chainsaw, so unequip it and hold ⊗ for a burst of speed, then equip it again – it only takes a brief slash before he hits the deck. Deal with the bodyguards, then find a car as quickly as you can to escape the police. This is where you get introduced to the dead handy Pay 'n' Spray, so nip in and heave a sigh of relief. $250, thank you very much.

VICE CITY CHEATS

ALL WEAPONS #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

ALL WEAPONS #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←

ALL WEAPONS #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓

FULL ARMOUR
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑

FULL HEALTH
R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑

COMMIT SUICIDE
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1

RAISE WANTED LEVEL
R1, R1, ◎, R2, ←, →, ←, →, ←, →

LOWER WANTED LEVEL
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓

LADIES MAN (CERTAIN WOMEN FOLLOW YOU)
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △

FOREIGNER: As if the rozzers weren't enough, the French special forces get involved.

8 MALL SHOOTOUT

You've got another favour to perform, this time involving meeting a courier at the mall. Sounds simple enough. But just to be on the safe side, stop by the nearby Ammu-Nation first and pick up an Ingram Mac 10.

When you get to the mall, head up the escalators to meet your contact who is, of course, French. The deal is interrupted by a load of gendarmes, and he scarpers. He heads right for a bike around the corner so, if you want, you could destroy it before meeting him, cutting off his escape route. If you decide to chase him down, ignore the other bike that's been placed temptingly in your path and carjack something a bit sturdier – at this stage bikes are too difficult to control, and all you want to just stomp him. Do whatever it takes to kill him – knock him off then just reverse over him, or pull up alongside and blast him with the Ingram, whatever. Then pick up the guidance chips and burn rubber back to the Marina for your $500 reward.

LOCAL STORES

Consult your map for the nearest Ammu-Nation or Hardware Stores. Both kinds are useful for tooling up before a particularly tricky mission. Don't forget, though, that simply by wandering the streets you can find weapons, tools and body armour just lying about. Sometimes you'll even locate stuff that you can't but anywhere else. It's also worth searching your estate, as well.

BUNCH OF TOOLS
Screwdriver – $10
Hammer – $20
Meat cleaver – $30
Baseball bat – $40
Machete – $50

NB: Find the van parked near the Vice Point end of the beach – get in and you get a radio-controlled car race mission.

NORTH POINT MALL
AMMU-NATION
Colt 45 – $100
Uzi 9mm – $400
Stubby Shotgun – sold out
Sniper Rifle – sold out
Grenades – $300
Body armour – sold out

NORTH POINT MALL
TOOLED UP
Screwdriver – $10
Hammer – $20
Meat cleaver – $30
Baseball bat – $40
Machete – $50
Katana – sold out

MAINLAND
LITTLE HAVANA
SCREWED
Screwdriver – $10
Hammer – $20
Meat cleaver – $30
Chainsaw – $500
Machete – $100

DRIVE TIME

Surf the cars the star in this knockout through the nuances and subtleties of Vice City's cars, roads and bikes

CARS

It's face it, you're not going to drive like an old lady in this game. It's arcade style physics, so you'll be pushing each car as fast and as far as possible. Every hard corner (90° plus) will be tough to take at top speed, but if you must, then don't decelerate, just handbrake turn. Hold the handbrake till you're almost spun in the direction you need to go, take your finger off for a second to kick your acceleration back in and then re-apply it if you need to correct and overturn.

SPIN-OUTS

Getting slammed from the side while travelling is a surefire way to have a car spin out dangerously from under you. But there are ways of dealing with it quickly. Push the steering wheel in the opposite direction of the spin, force the accelerator as far as it will go and combine it with the handbrake. The car should force the spin out, and will probably oversteer in the direction you're pressing, so reverse the process to correct that as well.

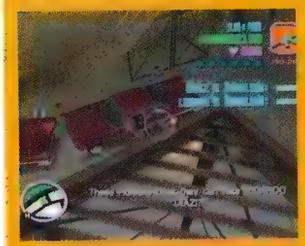
BIKES

The best thing about motorbikes is the lack of damage that they take. You can pummel them endlessly and they'll only take minimal harm – a mere scuff to the paintwork at most. A good tip to remember as well is that on a bike, wheelie-ing into a jump will give you greater distance, it's also a good idea to use the wheelie to land a long jump, whereas pushing forward will give you better control when dropping out of a shorter leap.

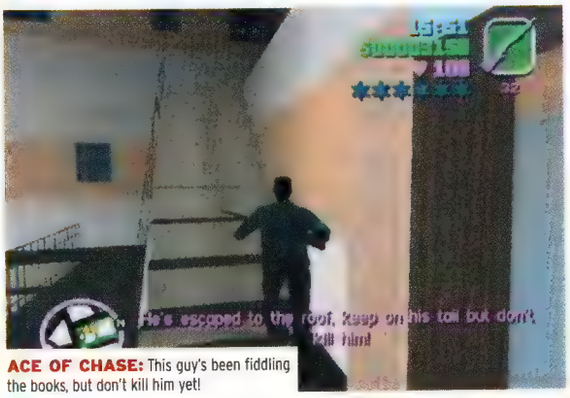
9 GUARDIAN ANGELS

Once again going to the Marina, you are told that there's a nice bit of hardware secreted away in a multistory carpark, and it's got your name on it. When you get there, you'll find both the Ruger assault rifle and – yes! – Lance. Next stop is the back alley where a deal is taking place. Several cars full of Cubans will then arrive, so let rip with the Ruger. Don't forget that it's L1 to aim, not R1, and run down the steps to make life a little easier for yourself.

Now get close to the biker. Ah yes, the biker. After killing all the Cubans, without letting either Martino Diaz or Lance die, of course, two guys on Sanchez bikes nip in and steal the money. Diaz kills one of them, but the other escapes, so quickly grab the bloodied bike and give chase. You have to be dead quick, though. If you let him get through the initial alleyways, you'll fail the mission. Keep up with him, firing with whatever Uzi-equivalent weapon you've got until you kill him. Pick up the suitcase and return it to Diaz for his undying gratitude and $1000. That'll do nicely thank you.



NARC ALMOND: This diminutive, foul-mouthed dealer is your new best friend.



ACE OF CHASE: This guy's been fiddling the books, but don't kill him yet!

10 THE CHASE

You've got a new boss in the form of Diaz – follow the D on your map to Starfish Island, and his palatial estate. Someone's screwing him out of 3%, and it's up to you to find out where the cash is stashed. Follow the pink marker, pilfering Diaz's Infernus if the whim takes you, until you reach the thief's apartment block. Check his window when prompted, then run after him to the roof. It's a good idea to scout this route out before activating the last checkpoint, to make sure you know where all the ramps and planks are, but it's entirely optional. There's a puny Faggio scooter waiting for you at the end, and sadly you can't park a fast car here in advance, because when you get back to this spot it will have disappeared. Arse! Basically, he runs across the rooftops, stopping to detonate some barrels about three quarters of the way along (tread carefully to avoid being set on fire), then he jumps off the end, gets in his BF Injection and you need to chase him all the way to a big house in Prawn Island. Stay far enough back so that you're out of range of his rifle, but don't lose track of him. All you have to do is wait until he runs inside to pick up your $1000.

'COPTER AND THE MEDICS: This mission's a lot of fun. Just blast away.

11 PHNOM PENH '86

Despite the confusing name, this particular mission is pretty straightforward and a hell of a lot of fun. Lance flies a chopper, and you get to hang out of the side of it and machine gun gangsters around their sunny villas. Fun, huh? You'll take on little groups of them and neither ammo nor the 'copter's health should run out while you're satisfying your bloodlust with repeated fire. Once you've cleared enough of them out, you'll have to run in on foot and take out half a dozen or so more hoodlums – which is not exactly a challenge with that beast of a gun. Run to the roof, pick up the cash, and you'll be airlifted out and given $2000. You'll also get a call from the Colonel asking for your help. Intriguingly, you'll hear a storm warning stating that the bridges to the mainland are now open.

VICE CITY CHEATS

CHANGE CLOTHES
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →

PLAY AS RICARDO DIAZ
L1, L2, R1, R2, ↓, L1, R2, L2

PLAY AS LANCE VANCE
◎, L2, ←, ⊗, R1, L1, ⊗, L1

PLAY AS CANDY SUXXX
◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2

PLAY AS KEN ROSENBERG
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1

PLAY AS HILARY KING
R1, ◎, R2, L1, →, R1, L1, ⊗, R2

PLAY AS LOVE FIST GUY #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗

PLAY AS LOVE FIST GUY #2
R1, L2, R2, L1, →, R2, ←, ⊗, □, L1

PLAY AS PHIL CASSIDY
→, R1, ↑, R2, L1, →, R2, L1, →, ◎

PLAY AS SONNY FORELLI
◎, L1, ◎, L2, ←, ⊗, R1, L1, ⊗, ⊗

PLAY AS MERCEDES
R2, L1, ↑, L1, →, R1, →, ↑, ◎, △

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

VICE CITY CHEATS

SPAWN A RHINO
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △

SPAWN A BLOODRING RACER
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←

SPAWN A BLOODRING BANGER
↑, →, →, L1, →, ↑, □, L2

SPAWN A HOTRING RACER #1
R1, ◎, R2, →, L1, L2, ⊗, ⊗, □, R1

SPAWN A HOTRING RACER #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2

SPAWN A ROMERO'S HEARSE
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →

SPAWN A LOVE FIST
R2, ↑, L2, ←, ←, R1, L1, ◎, →

SPAWN A TRASHMASTER
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →

SPAWN A SABRE TURBO
→, L2, ↓, L2, L2, ⊗, R1, L1, ◎, ←

SPAWN A CADDIE
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗

KILLY OCEAN: Be wary when you drive into the boatyard - you'll face stiff resistance.

12 THE FASTEST BOAT

Diaz wants you to go to the newly opened mainland and steal a powerboat for him. It's a simple mission, complicated only by the fact that the boatyard is crawling with hoodlums. On the way there, check out a little building opposite the enormous docked ship for some useful body armour. The best way to deal with these punks is to drive straight in, hopefully running one or two of them down, then diving out and running into the building in the middle. There are three workers with various tools in there who'll have a pop. Killing them increases your wanted rating, so it's your call. Activate the switch by walking up to the pink thingy, which lowers the boat into the water, and activates a load more hoodlums who run in towards you. Now you've got a machine gun you can pretty much just hold down ◎ and take them all down with a minimum amount of aiming. Get in the boat, and head straight for the marker out to sea – it's very close. Whatever wanted rating you have when you reach it will miraculously disappear. A pretty easy $4000.

13 SUPPLY & DEMAND

Great mission, this one. Again it's from Diaz, and again it involves that lovely powerboat. First you need to race four other boats to a yacht to make a deal. Instead of following the others around to the right of the island, which leads to a series of tricky tight turns, head around to the left and cut back in, saving you time and trouble.

After you get to the yacht, Lance takes over the controls and you have to defend your boat from the others who are now chasing you. First off, destroy the boats behind you, then the helicopter above, then the gunmen on the jetty (who are foolishly loitering around explosive barrels). Waste the final boat that's ahead of you to complete Diaz's last mission and get a whopping $10,000 paid straight into your bank.

BARRELED FALTIMIRE: Aim at the red barrels for explosive fun (on your part, at least).

WEAPONS

Pointing and shooting is the simple method of using *GTA*'s arsenal. But, the game has been tweaked, so there are more weapons than ever before. Here's the rundown on the gunplay tactics we used in the game. Now pay attention.

Accuracy

The main problem in the last game was that the accuracy was a very hit and miss affair (boom boom). Here you're better able to point where you want the bullet to go, especially with the sniper rifle which can pretty much take the head off a mosquito at 200 yards. Pressing the L1 button to target automatically will, in some instances, slip you into a first person mode. You can use these to do damage to specific parts of the body. A head shot will pop the bonce clear off the target in a very neat fashion. You can even shoot out the tyres of cars, making them much harder for the driver to control – great if you're being chased by police vehicles. Our favourite ploy has to be shooting through the car windshields. A good shot will take the head off while the body is still driving. If you're accurate enough you can use the momentum of the car to wipe out a bunch of innocent bystanders. Classy.

Shotguns

If you're in the mood to cause some mayhem, head to the hospital, equip a heavy weapon like the shotgun and start shooting police. The more you kill, the more will show up to try and put a stop to it. Even better, the FBI and SWAT teams will start taking aim at you as well. As you're at the hospital, plant your guy near the spawn point for a health heart and keep absorbing the oncoming bullets and topping yourself up with health. You should be able to hold out long enough for a fairly large army to be deployed to take care of you.

Cars & Vehicles

The big improvement of enabling you to leave a moving vehicle is a welcome one. Not only does it allow you to quickly bail out of a dangerously damaged conveyance, but you can turn that car into a flaming missile of destruction. Mwahaha! Aim the near-dead motor at your target of choice and get to full speed a few seconds before impact. Bail, and the car will sail gloriously on, taking whatever the target was straight to hell. A motorbike can withstand a heck of a lot of damage, so you can use one again and again in such a fashion without any fear of destruction. It's best used in a tight jam, up against one or two people.

Drive-by

The gang-bangers favourite – getting behind the wheel of a car and killing bystanders with a few misplaced bullets. However, the control in *GTA: Vice City* can be a bit tricky to master at first. You have to remember to slow down before selecting L1 or R1 (depending, of course on the direction you wish to fire) then hitting ◎. Don't fire at full speed as the bullets will be spaced out and you're likely to miss the intended target. It might even be best to drive a slow moving gas guzzler at this point, just to make sure you can rein it in.

Auto-aim

A bit different from accuracy, the auto-aim can be your best friend in a crowd of folk. Combined with a shotgun, you'll be knocking people off their feet rather easily. Use L1 to target, fire once, then press L1 again to re-target. It's simple, but very effective.

VICE CITY CHEATS

BLOW UP CARS
R2, L2, R1, L1, L2, R2, ○, △, ○, △, L2, L1

AGGRESSIVE DRIVERS
R2, ○, R1, L2, ←, R1, L1, R2, L2

PINK CARS
○, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗

PINK CARS
○, L1, ↓, L2, ←, ⊗, R1, L1, →, ○

BLACK CARS
○, L2, ↑, R1, ←, ⊗, R1, L1, ←, ○

FLYING CAR CHEAT
→, R2, ○, R1, L2, ↓, L1, R1

PERFECT HANDLING
△, R1, R1, ←, R1, L1, R2, L1

TANKIE GOES TO HOLLYWOOD: This is the first really tough mission you'll face.

15 SIR, YES SIR!

Back to Colonel Cortez in the Marina, now, and he wants yet another favour. Tsk. Excitingly, though, it's to 'acquire' a piece of military hardware. A tank, in fact. A tank that's part of a military convoy who will kick your ass if you look at them a bit funny. Clearly, lateral thinking is required here. You can't just run up and get in the tank, because the game tells you that you have to lure the occupants out first. Parking a car in front of the convoy doesn't work, because a soldier just drives it out of the way and, as you can imagine, trying to outgun them is foolhardy. You have to distract the soldiers, and the best way to do that is to run some of them over, then run away extremely fast. Stay clear of the tank, and take the soldiers out carefully, because they pack a solid punch, more than enough to knacker most vehicles in seconds. Comandeering one of the Barracks, or the Patriot, can only help, but the goal is to get right up close to the Rhino tank unmolested. Now target and kill the soldiers around it, then get in and drive off. An automatic self-destruct sequence is initiated, but the lock-up you're aiming for is only a couple of streets away, so you've got plenty of time to play around. Drive it into the garage, get out, and $2000 is yours.

WEAPONS OF CHOICE

You'll soon find you can only carry one of any particular weapon at one time.

- One Melee
- One Projectiles
- One Heavy Metal
- One Pistol
- One Shotgun
- One Semi Automatic
- One Assault Rifle
- One Rifle

So mixing up your weapons isn't going to be a problem. Here's the list of what category each weapon falls into, so you can mix and match your firepower to your heart's content:

MELEE WEAPONS:
Brass Knuckles
Screwdriver
Golf Club
Night Stick
Baseball Bat
Knife
Meat Cleaver
Machete
Katana
Chainsaw

PROJECTILES:
Grenade
Tear Gas
Molotov Cocktail
Bomb and Detonator

HEAVY METAL:
Mo40
Mini-gun
Rocket Launcher
Flamethrower

PISTOL:
Colt 45
Colt Python

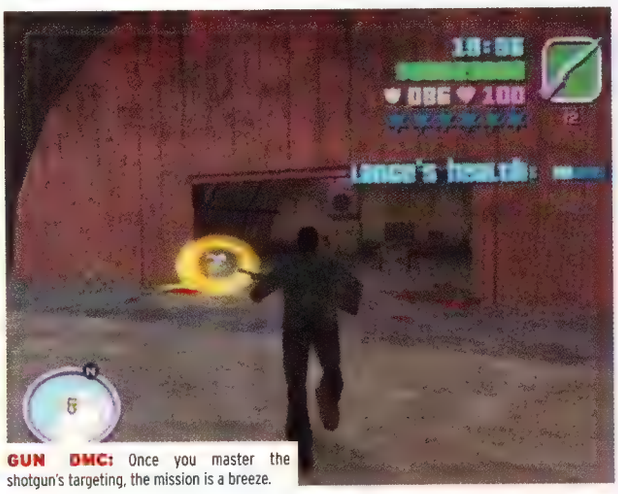
SHOTGUN:
Chrome Shotgun
Spas-12 Shotgun
Sawn-off Shotgun

SEMI AUTOMATIC:
Tec-9
Ingram MAC
Uzi 9mm
MP5

ASSAULT RIFLE:
Ruger
Colt M4

RIFLE:
Sniper Rifle
PSG-1

CINDY LOPPER: Your mate Lance is being tortured, so don't dawdle



GUN DMC: Once you master the shotgun's targeting, the mission is a breeze.

GLITCH SLAP

Even though it's a beautifully constructed game, *GTA* has a few flaws that can be exploited to your full advantage. For instance, take an amiable weapon, like the sniper rifle, to a high area, like the lighthouse in South Beach, which will give you a great overview to shoot from – plus, the police are dumbasses and your elevated position can give them real trouble with aiming and chasing. You'll be left overlooking the mayhem safe in the knowledge that nary a copper can catch you.

Another clever trick you may not immediately have realised is that you can also leap on moving cars and use them as a portable shooting platform.

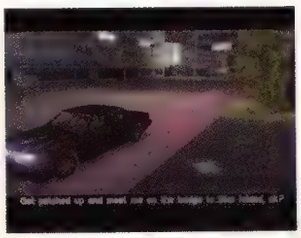
THE HIT

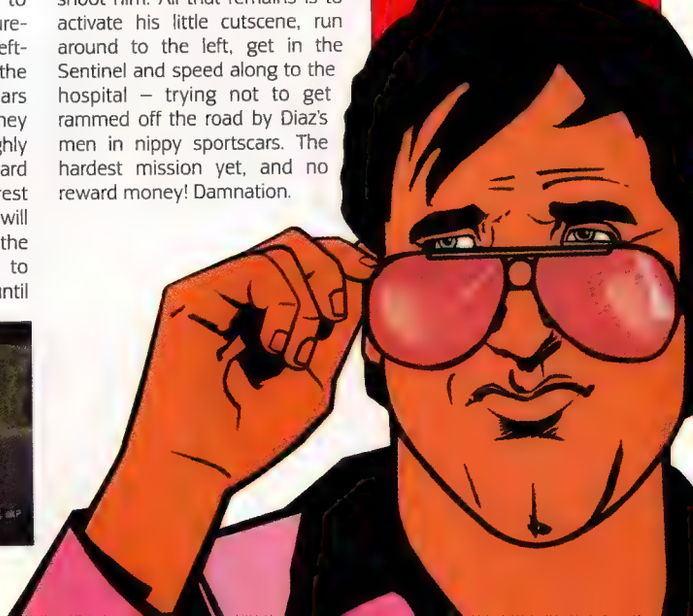
Jump on any car (not at the traffic lights, and the driver will carry on without a care in the world. Now, select any weapon of your choice and start aiming at pedestrians, cars and drivers. As long as you don't care where you're going, you should have an enjoyable killing spree, safe in the knowledge that you're a moving target. If recrimination comes

16 DEATH ROW

Paul is your new employer, and he's got a doozy for ya. Diaz has kidnapped Lance, and is torturing him at the junkyard. Time is of the essence in this tough mission, so you'll need a fast car – an Infernus, or a Cheetah or similar. We also strongly recommend picking up some Body Armour from the Ammu-Nation at the south end of the island. When you leave the Malibu, take the road left, and keep going until you get to a 90° left turn. This will take you over the bridge and almost all the way there. It doesn't matter if you take some prangs on the way – in fact it's preferable. You'll face a barricade at the junkyard gate, and if you're car is spewing smoke when they start firing, there's a good chance it will catch fire and you can roll out of the way with △ as it ploughs into their cars, causing mass destruction and saving you the bother of killing the first few guys yourself.

This is quite difficult to engineer, however. A more sure-fire method is to pull in at the left-hand side-road just before the barricade, and snipe the cars they're hiding behind until they explode. The Shotgun is highly recommended for the junkyard itself – it targets the nearest threat with R1 and one shot will guarantee a kill. Run towards the yellow marker, tapping R1 to continually re-target goons, until you reach Lance. He's in the shack at the end with three guards, so make sure you don't shoot him. All that remains is to activate his little cutscene, run around to the left, get in the Sentinel and speed along to the hospital – trying not to get rammed off the road by Diaz's men in nippy sportscars. The hardest mission yet, and no reward money! Damnation.





PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

VICE CITY CHEATS

SUNNY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, ↓

CLOUDY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, △

VERY CLOUDY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, □

STORMY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, ○

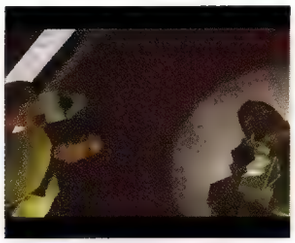
FOGGY WEATHER
R2, ⊗, L1, L1, L2, L2, L2, ⊗

17 RUB OUT

Ricardo Diaz killed Lance's brother, then kidnapped Lance himself and tortured him. So now it's time for some payback. You may have noticed that, after the last mission, Diaz's mansion appeared again as a mission point. This time, however, you won't be doing his dirty work, you'll be cleaning up. After kitting yourselves out with some new toys, it's a pretty simple matter to work your way around the front, then the side of the mansion, through the maze to the interior, and on to the final showdown by his office. Move slowly through the mission, using L1 to make sure you're always aware of what's coming up ahead. The machine gun you have is very accurate, but there's a slight risk of running out of ammo. Diaz himself is an easy target – you can get him long range with the Ingram, just press R1 and hold down ◎. For this easy mission, you get a staggering $50,000 – plus his house. Cheers.

Before carrying on, explore your new home a little. There's a rather handy helipad on the roof which has an Adrenaline pill, a sniper rifle in the maze out the back, and a room downstairs which is permanently stocked with a Health power-up. Plus you'll find some Body Armour, a regular Shotgun and a Machine Gun here too. There's also another Health pickup back in the earlier location when you came here to kill Diaz, and a third one in the tastefully furnished lounge downstairs from your office.

MISTER MR: Lance gives you a very thoughtful gift - an MR assault rifle. Bless.



18 SHAKEDOWN

Simply walk forward to start this, the first mission of your official bid to take over the city. It seems simple in theory – within a five minute timespan, drive to the mall and smash the windows of five stores, convincing them of the necessity of your protection. Getting to the mall isn't a problem, thankfully, and takes roughly a minute and a half.

Once inside there are a hell of a lot of windows to smash on two different levels, and it can be a tad disorientating. Plus, the more you smash, the more likely it is that you'll attract the attention of a cop, and risk getting busted. Cunningly, one of the stores here has a change of clothing for you, which will shake them off your tail if they begin to get too meddlesome. It's not foolproof, though. If you've got a particularly high wanted rating and there are multiple cops right on your back, they'll see you change your clothes and won't be fooled at all. Any weapon you've got will do to destroy the windows, but make sure you get them all – you'll know when you have, because the shopkeeper will make some pithy comment.

As any of you who have played *GTA 3* will know, the best weapon of all is a car. And, wouldn't you just know it, there's a particularly dashing display model Infernus at the top right of the ground floor which you can use to either ram-raid or, even better, use in conjunction with your Uzi/Ingram to drive by the windows. It's a hell of a lot quicker than Shanks' pony, but obviously it can't quite make it up the escalators. You can use the car, you can use grenades to get multiple windows at once, but to be honest, the simplest way to achieve your goal is just to use the machine gun. Target the book and jewellry stores from long range, run up and spray the Vinyl Frontier, get the top floor of Gash then get downstairs for the bottom, and lastly the Tarbrush Cafe. You get a modest $2000 for finishing within the time limit, and don't worry – your wanted rating will disappear.

BREAKING THE LAW

Nothing pleases some people more than a good old fashioned bit of law breaking. Vice City is no exception, and there are plenty of opportunities to get your collar felt. Here's a few of the more obvious ones.

Running over pedestrians is a popular pastime, and you'll be rewarded with a wanted star for your efforts. Be careful though, as the police are quick to respond to any crime committed in their presence.

Stealing cars is another good way to get the police on your tail. Jacking a car is easy enough, but you'll need to be quick to get away before the police arrive.

Shooting at people is a surefire way to get the police interested in your activities. Be careful though, as the police are quick to respond to any crime committed in their presence.

VICE CITY CHEATS

SPEED UP TIME
◎, ◎, R1, R2, R1, R2, R2, R2, L1, △, ◎, △

SLOW DOWN TIME
△, ↑, →, ↓, ◎, L2, R1

PEDESTRIANS RIOT
↓, ←, ↑, ←, ⊗, L2, R1, L2, L1
You won't be able to turn this off once it's on.

PEDS HATE YOU
↓, ↑, ↑, ↑, ⊗, L2, R1, L2, L2
You won't be able to turn this off once it's on.

TOOL AND THE GANG: Rivals are offering this fella protection. Take 'em out.

19 BAR BRAWL

Compared to the last three missions, this one's easy. A bar is being protected by a gang of thugs and doesn't need you. Time to take care of business. Get in the Sentinel (not the Infernus – it's only a two-seater and you've got two mates with you), and drive up to the first checkpoint. It's a classic drive-by set up, so cruise slowly past the marked men and pump them full of lead. You now have just five minutes to get the rest of the gang, so go to their nearby headquarters. You can drive straight into the little yard area, but it's less messy to get out and just use a shotgun to keep targeting and killing them. Two bikers get away and trash your ride, so jack the nearest car and give chase. Run them down a couple of times each, and that's that. Only $4000, though.

KEEPING YOUR NOSE CLEAN

You just can't help getting the attention of the lawmen. But how do you lower that wanted rating and keep the fuzzies from harassing you?

Foot Stars
No real problems here. The police following you will be on foot, so keep moving around in a vehicle and the level will soon drop to zero again. It only appears after a few kills in a short space of time, so space the murders out and you should be fine.

Four Stars
A few miserable car crashes, a solitary murdered policeman, and all of a sudden the filth is on to you. Lord knows why. The easiest way to stop them ganging up is to either change your clothes or get a star pickup, which'll instantly lower the wanted level to one.

Five Stars
Aiee! You are naughty. The SWAT team, FBI and army all turn up to take you out at the higher levels. The handy Pay 'n' Spray shops dotted around the map will be enjoying your custom it seems. Pay them a visit and get the law all sprayed up. Problem solved.

THE VEHICLE MISSIONS

Like GTA 3, there are a number of civic duties for you to perform. And, of course, you'll get wads of goodies for taking part in them. Here's the rundown on what you get.

Firefighter
12 missions of flaming madness. Search out the burning car and put it out with the hose using ◎.
Reward: You'll never again be set aflame out of a car.

Pizza Delivery
Ten missions where you have to deliver a piping hot pizza on time.
Reward: 150 maximum health.

Ice Cream
Get in your Mr Whoopee vehicle and deliver the ice cream to the needy.
Reward: points.

Paramedic
Rescuing the lame and delivering them to the hospital. Keep the run as steady as possible or you'll jolt the poor bugger's health down and you won't get your prize.
Reward: Infinite special ability.

Taxi Driver
Not the Robert de Niro style, sadly. This one picks up fares and delivers them in a set amount of time.
Reward: Extra suspension when in taxis.

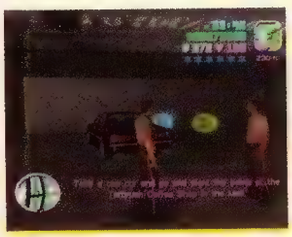
Vigilante
Using the police car, the Barracks O.D., the Enforcer, The FBI Rancher and the Rhino Tank, you have to ram the criminal element in Vice City until they beg for mercy.
Complete 12 levels to get the maximum armour.

20 COP LAND

There are three stages to this mission. First, get in the Sentinel and drive to the lockup, marked on your map. You need to lure two policemen in here and, as luck would have it, every car holds two cops. Troll around until you find a patrol car then fire a few bullets at it until it follows you. Drive straight into the lockup and it should follow, activating the cutscene.

Sometimes they mill around a bit, uselessly, but it shouldn't be hard getting two of them. Also, make sure nothing is impeding the door to the lockup. Once in uniform, get the squad car from around the corner, and drive very carefully to the door closest the Tarbrush Cafe. Park it so it's facing the road, immediately outside the door. Trust us, you'll need it. If you like, you can – at this stage – practise the quickest route back to your estate. It'll take some time, but it's worth it.

Once you're ready, go in and arm the bomb by walking into the marker, then sprint out to the car. You need to drive back to your pad as quickly as possible, with a high wanted rating and all kinds of lawmen trying to force you off the road. Keep a cool head and steer carefully. If they set your car alight, try to jump in one of theirs, but don't drive off without Lance. Take the same route back you used to get to the mall, since it has few tricky corners that'll slow you down. Run into the marker by your front door, and that's the Protection Ring Asset complete!



COOKIE BREW: After reducing the café to charred rubble, go back to your estate.

WWE SMACKDOWN! SHUT YOUR MOUTH

PART 1 **SMACK!** PSM2 proudly presents pretty much perfect pointers to painfully pummelling then piledriving pesky... erm... wrestlers. If you feel a bit lost wandering backstage, or indeed in the Create mode, look no further.

AIM OF THE GAME

Hooray for homoeroticism! *Smackdown! 4* takes the series one step forward with even more wrestlers to master, match types to exploit, and the Create a Superstar options are ever more complex. Luckily for you we've spent many gruelling hours prizing the best tips and hints imaginable from this behemoth of a game, so all you need to do is sit back and bask in the reflected glow of our grapple-based wisdom, while we find out if baby oil stains Lycra permanently.

A GRAPPLE A DAY

There's little structure to be found in the game – it's far better suited to pick-up-and-play sessions of frantic bashing, with the occasional leap into wrestler creation. We've told you what to expect from all the major match types (with TLC matches getting special attention), given you a backstage map, and shown you how to create Neo. Oh yes.

WHAT WE SAID...

PSM2 ISSUE #27 October 2002

"The early code's still entertaining team PSM2, but it'll take more than cheap pops to romp home with the title."

WHAT WE SAY NOW

Astounding for fans, adequate for everyone else – with more attention to the gameplay, *Smackdown!* would have had a real chance at the title.

82

MEET YOUR MATCH

SINGLE

It, literally, couldn't be simpler. You. Them. A ring. Now wrestle. Don't go straight for the grapples, as they'll probably counter. Soften them up with plenty of strikes, then don't ease off the pressure until the three count.

TAG

Once you've mastered tagging in and out this can make life much easier. Don't hesitate to interfere if your partner is taking a beating and, best of all, you can do some killer double team moves. Practise these until they're second nature.

6-MAN TAG

Two teams of three, basically. Choosing the Tornado option means that all six wrestlers are in the ring at once – that's chaos theory in action.

HANDICAP

Taking on two, or even three, opponents by yourself is never going to be easy. Work on one of them at a time, don't let them surround you and, if you're lucky, they'll accidentally grapple each other at times.

ROYAL RUMBLE

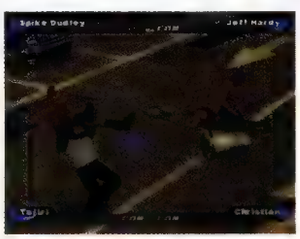
Thirty men (and women) enter the ring at regular intervals, and can only be eliminated by chucking them over the top rope. It gets a bit mental, so try to leave them to it and don't attract too much attention to yourself, at least at first.

HARDCORE

Wander around backstage (press R1 by a blue arrow to move between areas), using the wide variety of weapons and interactive scenery to your fullest advantage.

BROCK AND ROLL: Lesnar effortlessly heaves the creaky Taker skyward. Show-off.

AUSTIN POWER: Stone Cold tries to make Hogan quit wrestling. A nation prays it works.



PARK ATTACK: You can clamber on to the 'hoods' of 'automobiles' to 'jump' on to 'foes'.

SURVIVAL

In Triple Threat and Fatal Fourway modes, whoever gets the first pin wins – easy as that. However, you can also have four, five and six-man Battle Royals, where the last man standing is victorious.

SPECIAL CAGE

There are a number of variables, but the most important thing is: whoever leaves the cage first, wins. Before even thinking about climbing out, you need to batter your opponent so thoroughly they can barely move.

HELL IN A CELL

This is similar to the Cage Match, but here the cell has a roof you can climb up on to and wrestle on. It's even possible to Chokeslam some hapless schmoe through the cell down to the ring below, which really stings.

I QUIT

It's always been a bit tricky getting a clean win in these. Beat them to within an inch of their lives, find a mic, pick it up, and pin them while holding it to humiliate them.

IRONMAN

A submission-fest, ideal for the likes of Benoit, Angle and Jericho. You get a point every time you make the other guy tap out. When the time runs out, whoever has the most points wins.

LUMBER JACK

A new match type, and rather an odd one. A match goes on as normal, but if you leave/get chucked out of the ring, a host of waiting Superstars beat the hell out of you until you get back in.

SLOBBER KNOCKER

The most beat-em-uppy match type. You face a vast flood of opponents you have to beat as quickly as possible. No time to mess about here – if they keep the advantage, you're finished.

3 STAGES OF HELL

Sounds more impressive than it is – basically, it's just two guys, three Special matches, and the best two out of three wins it.

TLC

You can keep your Tornado 6-Man Captain Fall Hell in an Armageddon Steel Death Inferno Cell matches – TLC is where it's at. Some of the very greatest WWE matches ever have featured the humble table, ladder and chair combo. Using these moves, you can recreate some classics.

CHAIR MAN STRIKING DISTANCE

Thrusting jab: Up/down and ⊗.
Shuffle step sideswipe: Left/right and ⊗.

GRAPPLING DISTANCE

◎ – a jab to the belly, followed by a crashing blow to the top of the head.
Any direction and ◎ – drops the chair by your feet and DDT's them cleanly on to it. Watch them bounce!

GOT WOOD?

Pick up a table with R1, and you can smack people around with it using ⊗. Better still, though, move towards an opponent and press grapple; you'll automatically set it up and roll them on top. Press ◎ again, and you'll hop up there with them. Now luxuriate in the knowledge that you've got five different ways of smashing them right through it.

◎ – DDT
↓ and ◎ – Piledriver
↑ and ◎ – Powerbomb
← and ◎ – Dangerous DDT
→ and ◎ – Scoop Slam

If the table is placed in the corner, much in the same way as the ladder (see below), there are two different grapples to execute as they recline, depending on which way they're facing.

◎/any direction and ◎ (their back to the table) – Scoop Slam them, back first, right into the table, snapping it in two. The table, not their back.
◎/any direction and ◎ (them facing the table) – Slingshot them right into it.

COMPLETELY LADDERED

While holding the ladder and standing in a corner of the ring, press towards the turnbuckle and R1 to lean it there. Irish Whip them into it with ◎, and new moves open up.

THEIR BACK TO LADDER

← and ◎ – Tosses them to the floor, throws the ladder on to them, then you climb to the top rope and perform a suicidal Cross Body Drop on to the ladder that covers them.
→ and ◎ – Slaps them so they stagger towards the middle of the ring. As they turn, you push the ladder towards them – they catch it, and you launch into a Missile Dropkick, slamming the ladder against their face.
↑ and ◎ – Scoop Slams their back right into the steel steps.
↓ and ◎ – you grab their head and hurl them bodily into the steps. Happily brutal looking.

THEIR FACE TO LADDER

← and ◎ – pops them on to your shoulder for an Electric Chair Drop into the steel ladder.
→ and ◎ – A variation of the Fireman's Carry, dumping them right on to that steel.
↑ and ◎ – Where you Slingshot your opponent into a brave new world of hurt.
↓ and ◎ – The least impressive. It's just a Beat Head into the ladder, and then a push on to the mat. Yawn.

TOTALLY LADDERED: Whichever way you look at it, this is going to smart a bit.

UNLOCKABLES

Generally, all you have to do is win whatever match is scheduled for you to earn a bonus, however there are exceptions. You have to win the main event at King of the Ring and Royal Rumble to unlock Plaza B and the WWE Superstars clip, and if you want Shawn Michaels' Attire, you have to get to No Mercy for a second season. Lastly, you have to take the Undisputed Champion belt from the holder to unlock those last clips – one at a time, naturally.

BACKLASH

The Rock Attire
Christian Attire
Create Parts 1
Backlash Arena
Foam Hands A

JUDGMENT DAY

Rob Van Dam Attire
Vince McMahon Attire
Eddie Guerrero Attire
Undertaker Attire
Create Parts 2
Judgment Day Arena

KING OF THE RING

Kurt Angle Attire
Edge Attire
Moves 2
Create Parts 8
King of the Ring Arena
Plaza B

MERCY THROWER: Do you really want Shawn Michaels' clothes? Do you? Go get 'em.

VENGEANCE

Lance Storm Attire
Raven Attire
Billy Kidman Attire
Create Parts 3
Vengeance Arena A
Vengeance Arena B

SUMMERSLAM

Booker T Attire
Torrie Wilson Attire
Moves 4
Moves 6
Create Parts 9
SummerSlam Arena

UNFORGIVEN

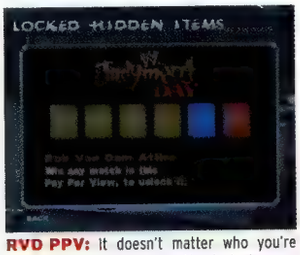
Chris Benoit Attire
Trish Stratus Attire
Moves 3
Create Parts 5
Unforgiven Arena
Foam Hands B

NO MERCY

Shawn Michaels Attire (only available in second year)
Stephanie McMahon Attire
Rikishi Attire
Reverend D-Von Attire
Molly Holly
No Mercy Arena

SURVIVOR SERIES

Matt Hardy Attire
Hardcore Holly Attire
Moves 7
Moves 8



RVD PPV: It doesn't matter who you're playing as, or where you wrestle – just win.

Ability point 30
Survivor Series Arena

ARMAGEDDON

Ric Flair Attire
Chuck Attire
Billy Attire
Armageddon Arena
Winter Plaza
Winter Times Square

ROYAL RUMBLE

Triple H Attire
Steve Austin Attire
Bubba Ray Dudley Attire
Create Parts 6
Royal Rumble Arena
WWE Superstars video clip

NO WAY OUT

Kevin Nash
X-Pac
Big Show Attire
The Big Valbowski Attire
Moves 5
No Way Out Arena

WRESTLEMANIA X8

Hollywood Hulk Hogan
Faarooq Attire
Bradshaw Attire
Moves 1
Create Parts 7
WrestleMania X8 Arena

INSURREXTION

Jeff Hardy Attire
William Regal Attire
Moves 9
Create Parts 4
Insurrextion Arena

REBELLION

Chris Jericho Attire
Stacy Keibler Attire
Brock Lesnar Attire
Moves 10
Rebellion Arena

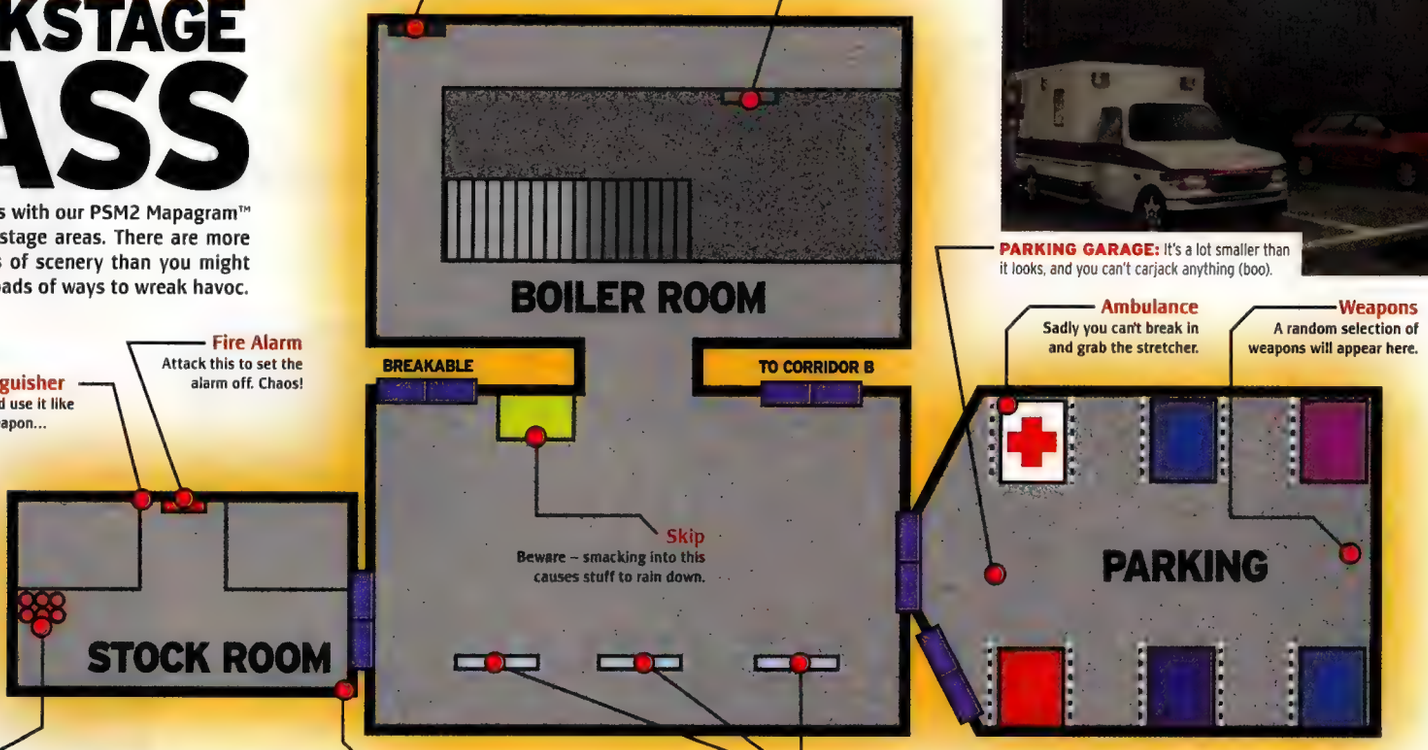
UNDISPUTED CHAMPION

RVD Special Clips
WWE Smackdown! SYM

BACKSTAGE PASS

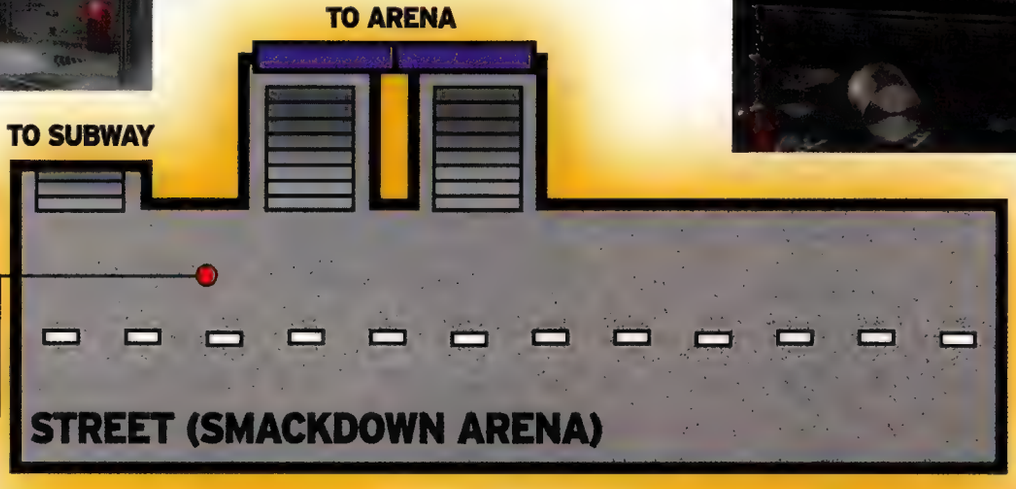
Access all areas with our PSM2 Mapagram™ of all the backstage areas. There are more interactive bits of scenery than you might imagine, and loads of ways to wreak havoc.

PARKING GARAGE: It's a lot smaller than it looks, and you can't carjack anything (boo).

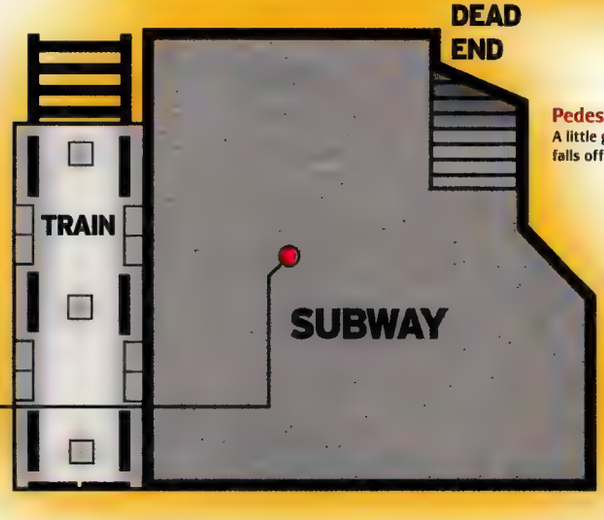

Pipe
Irish Whip them into this for painful results.
Ladder
An alternative way to move between floors.
BOILER ROOM
BREAKABLE
TO CORRIDOR B
Ambulance
Sadly you can't break in and grab the stretcher.
Weapons
A random selection of weapons will appear here.
Fire Alarm
Attack this to set the alarm off. Chaos!
Fire Extinguisher
Pick it up and use it like any other weapon...
Skip
Beware – smacking into this causes stuff to rain down.
PARKING
STOCK ROOM
Gas Cylinders
Or, in other words, ammunition. Use wisely.
STOCK IN TRADE:
The Stock Room is a popular hangout in the season mode, so keep checking back regularly.
Glass
You can throw people right through these.

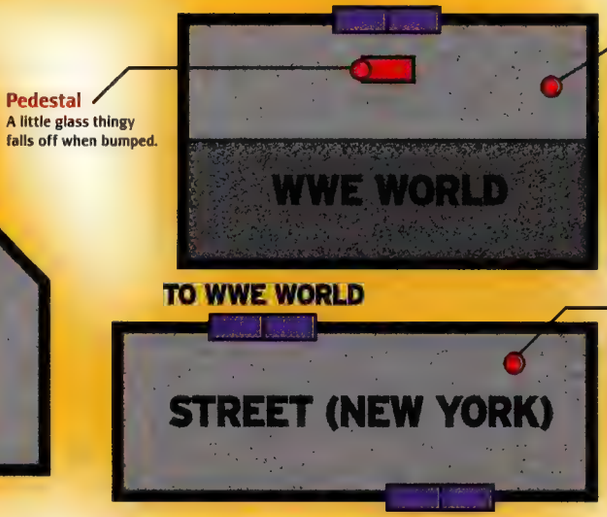
STAGE STRUCK: This is where interviews are conducted by the incomparable Michael Cole, among others...

SUBWAY: For the first time, the backstage area is so damn big you have to get on a train to access some of it. Impressive.



TICKET TO RIDE: Luckily you never have to pay for a ticket, and there's a train every three seconds. Are you listening, Tony?





THE CHOSEN ONE (OR 'HOW TO GET NEO IN THE RING')

Kobal Collection/United Artists

If you ever feel the need for a mini person to control and bend to your every whim, then you could do worse than Puppeteer Mode – Um, we mean Create A Superstar Mode. Almost every imaginable aspect of their appearance and movements can be tailored – every control freak's wet dream.

It's good to have a coherent theme to your wrestler, and we decided to go one step further and base him on a figure from popular culture – Thomas A Anderson, aka Neo from The Matrix. Luckily, part of the work was done for us. **Sample model 20** seems oddly familiar, and all it takes is a change of haircut from **92 to 20** (jet black), removing **layer 15** (the face paint) and those unnecessary **gloves**, and replacing what are essentially chaps with **legs/pants/long pants/blank /13** to get our man Neo.

The shades are fine as they are, and since it's nigh-on impossible to get Keanu's face perfectly matched, we did the best we could and made it as narrow as possible, lengthening the nose as far as we dared, to make the face look longer.

The armoured vest thing nicely emulates the gear he had on during the lobby scene, to hold all those guns, so that stays. Happy with his look, we fill in the bio data and move to the Taunt.

Starting (obviously) with the Base – it's a no-brainer. **Kung fu**. A classic Shaolin stance, which we plan on modifying slightly for that cinematic feel. Only the arms need a bit of movement to them, so we make the **left arm Stretch**, and the **right arm Raise**. It's still not quite right, we reckon, but using the **Expand** tool we make the movements slower and synchronise them.

The Winning, Walking and Running sections don't really have much to offer us, so it's on to the Taunt itself. We've got a bar to fill with time, and can choose around four little chunks of animation to fill that bar, in whatever order we deem fit.

Obviously, a cool and acrobatic martial arts Taunt is in order for our Neo, so we start with **Salute/ Capoeira**.

Now we need two moves that will string nicely together, then we can finish it off with something a bit special.

After a short stab of experimentation, we plump for **Others/Breakdance Kick**, and then **Others/Flying Kick** to keep that cool Capoeira flavour. After all, he is a master of every conceivable kind of martial art isn't he? All it needs is something relatively short to cap it all off...

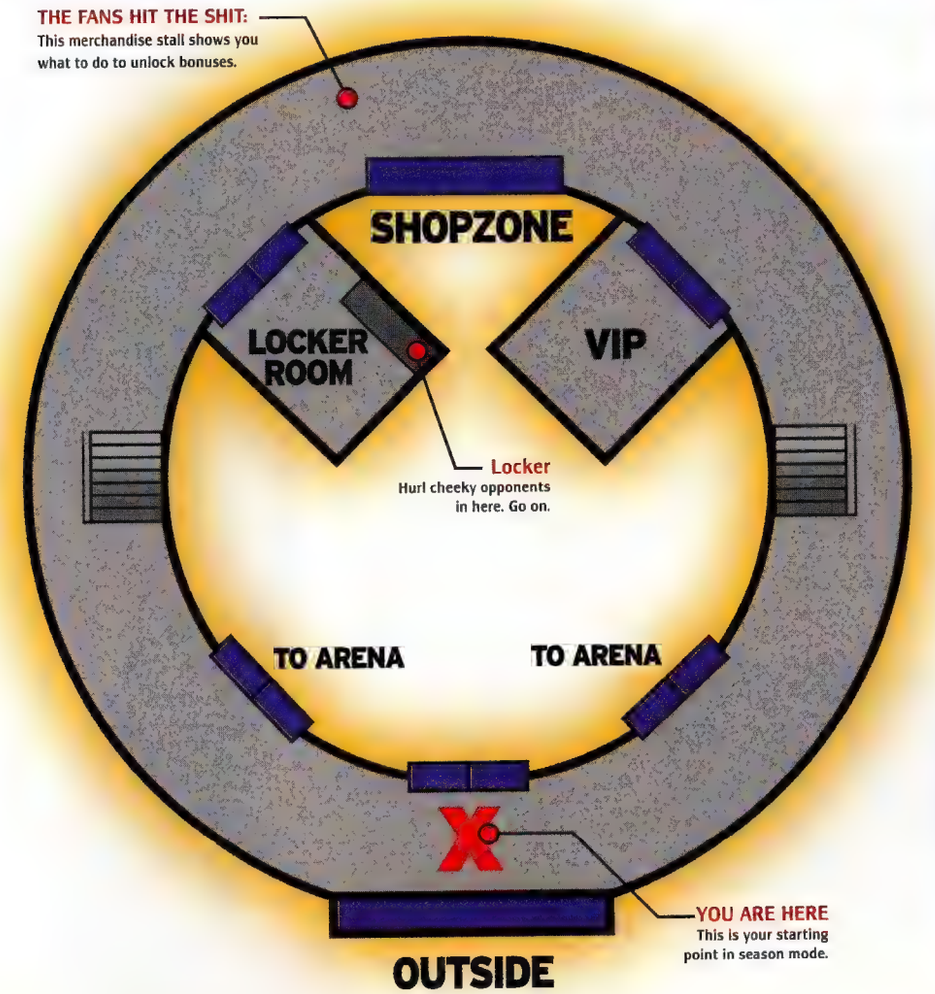
TAUNT ON: You're limited to one frame of contact per taunt, but it's still a great feature

One-Leg/Crane. Cheesy, we know, and yet somehow perfect. The cherry on the cake, however, is surely the chance to make the Taunt an actual attacking move in its own right.

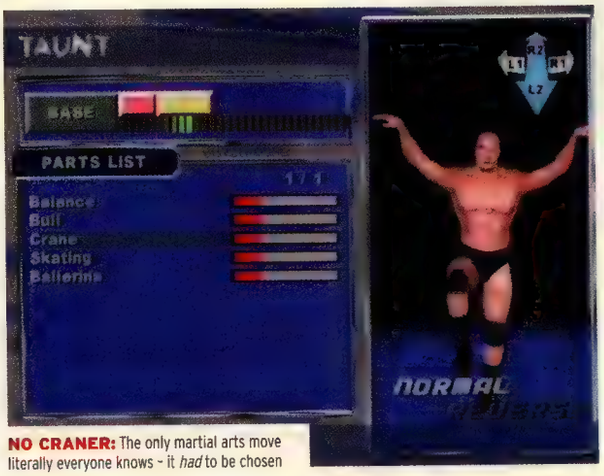
Sadly we can't make it a double hit, so we settle for making the **Breakdance Kick** a kind of **Feint**, followed up by the whipping **Flying Kick** to the jaw. They won't know what hit them!

All we need to do now is name the moves, save them, go back and make Neo select them in the **Moves** section, and he's ready to kick some serious ass.

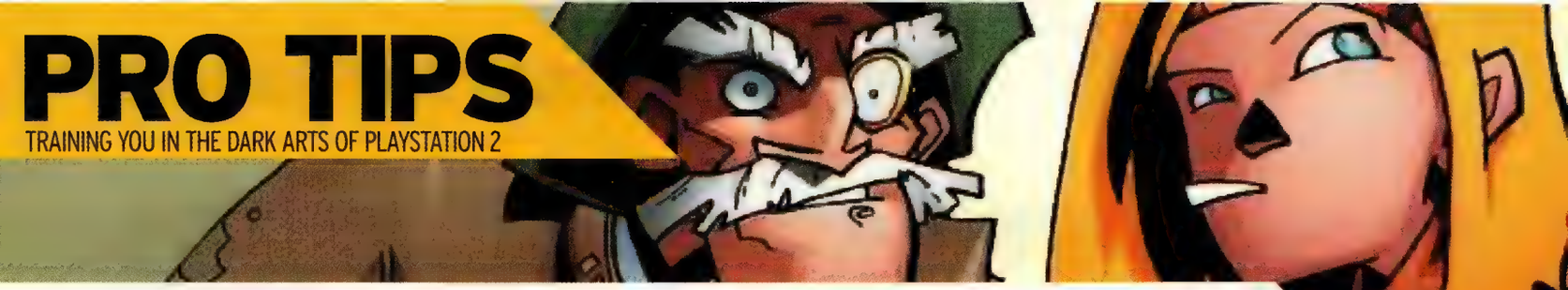
The last thing to do it to try and figure out how to create Agent Smith as his punchbag...



NAME ON YOU: 'Even More Spastic'? Classy name for a move there, Yuke's.



NO CRANER: The only martial arts move literally everyone knows - it *had* to be chosen



TIMESPLITTERS 2

PART 2 GAME OVER

Tamed the monkeys? Zapped the Zombies? Well it's not over yet. We've taken *'Splitters 2* to the extreme and busted the mapmaker wide open. It's a tricky bugger to master, so we've gone and done it for you.

TimeSplitters 2

AIM OF THE GAME

Quite simply, popping caps and keeping the undead at bay with an arsenal a medium-sized country would be proud of. *Goldeneye*'s lovechild brings you the kind of mayhem that only exists in a Vietnam war veteran's nightmare, screeching monkeys included. It's faster than the speed of light and twistier than a snake in a tornado.

BITMAP BROTHERS

TimeSplitters 2's mapmaker is about as comprehensive as a console gamer would want. We'll take you through the easiest way to build up your map, place guards and decide on objectives. Honestly, it won't seem that complicated after a perusal of our lovingly crafted guide. As for the multiplayer game, we'll show you the sorts of tips that you're not supposed to use – those nasty surprises that you can exploit to their vicious full. And the weapons to include when you customise your game. All's fair in love and *TimeSplitters*, even flamethrowers...

WHAT WE SAID...

PSM2 ISSUE #25 August 2002

"It's a throat-coarsening, eye-wrecking stormer of a multiplayer experience, and well recommend it to anyone with thumbs."

WHAT WE SAY NOW

Probably the most feelgood, polished, complete and downright sensational title on PS2 to date, providing a windfall for gamers. *TimeSplitters 2* belongs in your PS2

95

MAPMAKER, MAPMAKER, MAKE ME A MAP...

The main question is, what do you want from your level? Admittedly, you're curtailed by what's available in the *TS2*'s mapmaker, but don't let that put you off. In fact, the mapmaker is specifically designed to let you get on with laying out a level without all the hard elements that take professional level designers months to iron out. So let's ease into it...

FIRST BASE

Begin with a short corridor, pushed off around a corner. It's important to place the start off from the main area (almost all the levels in the main game do this). From there you have a few decisions to make. Do you want to give an instant overview of the whole level straight away, or do you want this to be a level that comes together bit by bit? Let's go for the explorative level – it's more challenging and gives you a tighter game. Create a single corridor two double lengths long – long enough to build up tension, but not too long to get bored walking along.

Make things interesting: place a four-way junction in the corridor and create a set of crossroads. Carry the corridor straight on, but for now turn your attention to the crossroads. At the end of the left-hand one, place a room.

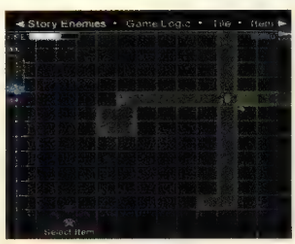
Copy what you just added and rotate it for the other side. At the end of the main corridor, place an adapter (it allows the small corridors to open up into larger areas) and a large room with a bridge. Make sure the tileset is 'virtual' as the symmetry works well. This layout gives you all you need to learn how to make a map.

GRID AND BEAR IT: Here's how the tileset should look after following our plan.

PLACING GUARDS

Here's one of the trickier elements of mapmaking: enemy placement. The corridor that crosses over the main one will have a patrolling guard. Choose the story enemy option and select the first guard. Select his type as 'patrol' and select the star beside his name. Now, place his starting point at one end of the bisecting corridor and the end point at the other. Choose the cyclical option, and the guard will walk back and forth. Try to keep the patrol routes simple, like this one.

Keep the patrolling enemies well spaced out throughout the level. If you need one at a specific point, you can set one to spawn.



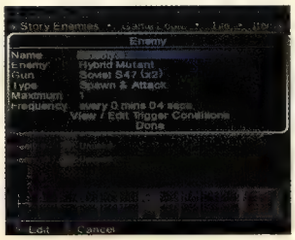
MY GUARD! Sticking an end point where indicated will provide the boundaries.

The best way to do this is to select the story enemies option. Select your guard and change the type to 'spawn and wait', or 'spawn and attack' – whatever you want. Select the 'trigger conditions' option and a new trigger. If you want your enemy to appear when an object has been collected, select the object and then place it where necessary. The same can be done for the location. When you're done, the option to place the enemy will be available – place him on the map behind the trigger. When you collect the object, the zombie will pop up behind and start popping caps. It's an interesting way to create action situations.

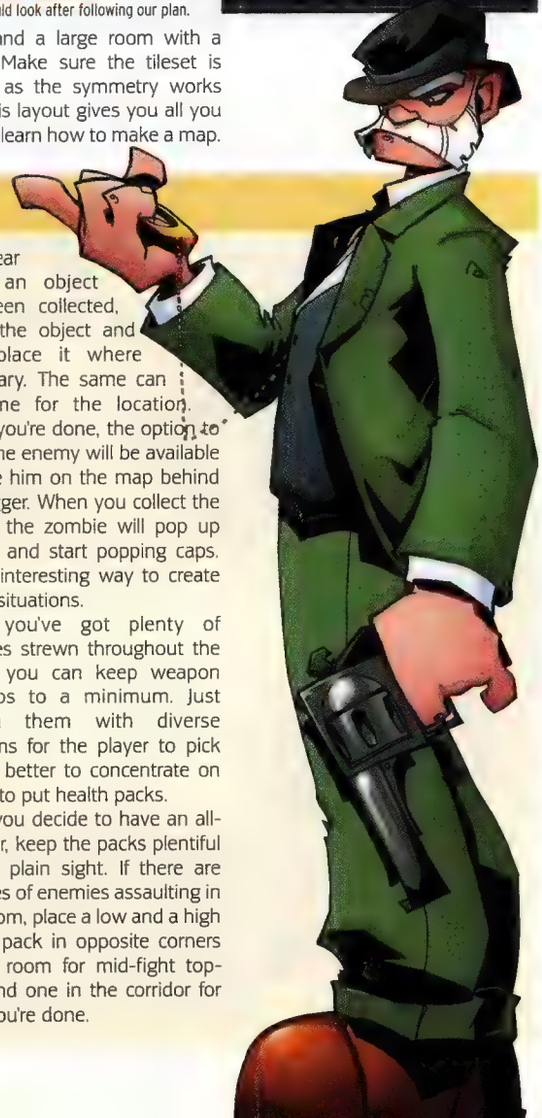
If you've got plenty of enemies strewn throughout the levels, you can keep weapon pick-ups to a minimum. Just furnish them with diverse weapons for the player to pick up. It's better to concentrate on where to put health packs.

If you decide to have an all-out war, keep the packs plentiful and in plain sight. If there are swathes of enemies assaulting in one room, place a low and a high health pack in opposite corners of the room for mid-fight top-ups, and one in the corridor for after you're done.

PATROL PUMP: Here you choose what particular AI the guard will initially follow.



BAD-SELECTA: This is where the trigger conditions are programmed into the guard.



LIGHT IS EVERYTHING!

'*Splitters 2* isn't a game known for its tact, but the one thing you must take care over is the use of lighting. Go over the top and it'll end up like an explosion in Stringfellows. Get it right, though, and the atmosphere in the map will be ramped up to David Fincher proportions.

Sort out what colour you want to use. You can even darken the hue of the tileset you're using. Now you have to decide what sort of effect the light casts. The light can be fixed, so that it gives a constant stream, it can be set to flicker – an amazingly disorienting effect, it can switch on and off, or it can pulse. The combination of the light and colour will give the level a whole different atmosphere. You want a military base on red alert? Choose the brightest red colour and set the effect to switch. How about failed electronics? Set the light to the blue and have it flicker.

Even more effective is splitting the level into different colours according to keycards. Under 'Items', you get a choice of four colours – red, blue, green and yellow. If you have a four-pronged level, set the central area to a neutral colour and colour the areas according to the card and door colour. This gives the player something to orientate to, as well as providing goals to complete the level.

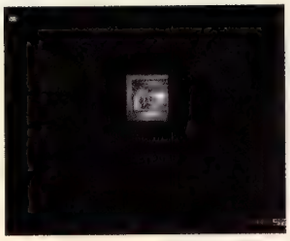
BIG MOTHER TRACKER: Here's how the level looks when you're let loose in it.

HEARTBEAT HIGH: The light and dark contrasts make for an effective pant-filler.

ROB ZOMBIE: Objective: Try to take the gun from the room with the dead guy in it.

To place a door, select the Item menu and place the arrow cursor where two sections join. You'll get the option to place a door there. Do so, and then press ◎ over it to cycle through the colours available. Match it to the lighting behind the door and you've created a colour section that'll give a bit more weight to the exploratory levels.

Although it's not exploited much in the main game, a dark area is quite effective in hiding objects like weapons, keys and surprise enemies. Change the tileset of our sample level and section off the right road with a door. Now go into the lighting selection and adjust the brightness as low as it will go, and stick a zombie in there. Place a key near where you put the start point and take a walk there. See how effective it is? A dark section of an alien ship with a zombie lying in wait... brrr.



VIEW GOOD MEN: The light is the comfort area, so get out quickly.

MAPMAKER GLOSSARY

TILES
These define the play area. They're the basic building blocks that slot together.

ITEMS
An object placed in the game world. Can be useful or merely furniture.

LIGHT
Allows you to alter the colour, brightness and stability of the light in your level.

STORY ENEMIES
As controlled enemies in the game.

GAME LOGIC
Objectives that can be set to alter the game in some way.

TRIGGER
A specific event that starts the next part of Game Logic.

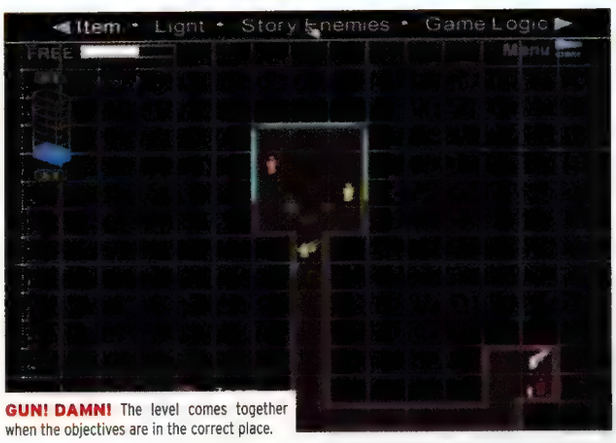
ACTION
The outcome of Trigger.

ADAPTER
Allows the small corridor segments to be attached to the larger sections.

OBJECTIVES

What point is there in creating a level if there's nothing to do in it? Well that's where the objectives come in to play. Selecting game logic will give you several options. The choices you make here dictate how the level reacts to your presence. You have certain trigger events that will set off other events.

Select the 'game logic' tab and 'add new logic'. Create a trigger – for this one we'll have the ankh collected. Stick it on top of the bridge at the end of the main corridor. Select it again on the screen (so it's got a white dot either side of it), and make sure it's set on 'all of these', then select Done. Now you're asked which action to perform – select 'objective' and type something like 'grab the artefact'. Select it again on the action screen, and now go to Done. Now, in your sample level, whenever you pick up the ankh, the level will end.



GUN! DAMN! The level comes together when the objectives are in the correct place.

But it doesn't *have* to end the level. You could put an invisible trigger over a square in a corridor. First select 'story enemies'. Choose what one you want to use and select 'spawn and attack', and how frequently and how many times you want it to respawn. Select Done and choose the trigger condition as location. Place the location one grid square away on the open doorway. Choose it as Done and, if you want more than one respawn point, repeat your choices, varying the frequency of time the respawn occurs with another story enemy, but selecting the trigger event you set up the first time. From there, go into Items and choose Objects. Place a gun turret on the grid square in the doorway. Now, when you get to the gun, zombies will spawn in the room and you've got to fend them off.

Remember – if you want an AI to spawn in the game, then you must choose the game enemy first. Trying to set it up through the game logic tab will only allow you to kill a specific enemy already set in the game world.

CHOOSE STRIFE: Make sure you only use a few triggers until you're comfortable.

PLANNING PER MISSION: This is the level we've just set up, all neat and tidy.

TURRETS SYNDROME: Place the trigger point where you would walk over.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MULTIPLAYER

KING OF THE DEATHMATCH

You might think that the main game sets you up for what's in store when you've got three other mates baying for your blood. But you obviously don't know the half of it. People are nasty, conniving, and they know how to twist the game to their advantage. So here's our guide to turning that advantage in your favour.

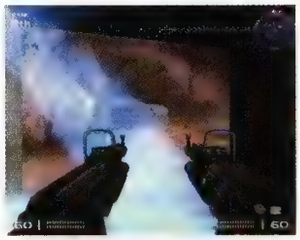
TERRAIN-WRECK

Keep a look out for things you can use to your benefit. Sticking a bullet in an explodable pot will make far more damage than simply shooting the target, as it gives a wider damage ratio. In fact, it's usually lethal. Aim for barrels and pots to get more bang for your buck (shot).

CORRIDOR DEATH

Tight situations can call for some pretty desperate measures in this game. Exploding a bomb in a corridor is definitely a way of clearing a house, as long as you're standing well away from the carnage. As they're tightly focused, make use of the corridors by backing off with a plasma rifle and getting your opponent to follow. Stick a grenade to the wall and they'll blunder right into it.

Back up against the wall using the circular strafe technique (see: Get In The Ring on the opposite page). The cover that it gives is invaluable when playing against human players. It leaves you with only 180° to cover, rather than being exposed on all sides, and lets you get there with the minimum of exposure.



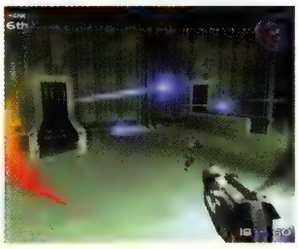
COVER STORIES: The multi-levelled maps give you plenty of bullet-absorbing walls.

Do not, however, back into a corner. Sure, it reduces the area you have to cover, but it'll leave you open to attack.

CAMP SITES

Where possible, try to head to higher ground in every level. Make sure you're tooled up with some long range weapons before you get there, but once up on high you'll have the biggest advantage. The best weapon here is the rocket launcher, as you can fire it down into a group of enemy folk and watch their limp bodies somersaulting as a result. The sniper rifle is also a good weapon to fire down with, although it's far more suited to the distant, unseen kill than the messy-death-from-above approach of the launcher. If you don't have the rocket launcher at this point, similar results can be had with the alternate grenade fire on the soviet rifle.

Even innocuous bits of scenery can play vital parts in the game. If someone's getting a bit too handy with the flame-thrower, keep in the general vicinity of a fountain for a cooling dip. It might be worth camping in the fountain, just to make life extra difficult.



GUT HER, SNIPE: The high vantage point leaves those below you in severe danger.

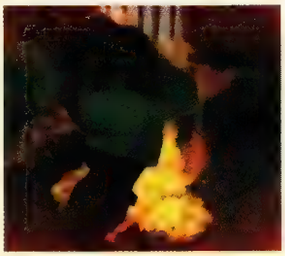
MELEE-KNEE: Go for heads as they're more susceptible to pain than the limbs.

EN GUARD: Using the alternate fire button will give you an advantage over button bashers.

WHEN ALL ELSE FAILS

HOT POTATO

If you're low on energy and someone flames you, revenge is the only option. Do your best to tag as many folk as possible, and the flames will spread to everyone. You may die in the process, but it's the best way to get your own back.



FLAME-GRILLED: Running towards your victor aflame will really put it up them.

BOMBALICIOUS

The sticky bomb of the plasma autorifle is an evil device. Keep close to anyone attacking you with the gun, and if they stick one on you, run towards them. The resulting explosion should take care of both of you.

EXPLODING POTS

You're stuck in a corner, someone's advancing with a machine gun and you've only got a handgun. Try and draw them towards you, keeping mobile all the time. If there are barrels or pots around, draw the fire so they're between you and your opponent. If it works, they'll be so busy popping caps they won't notice the major deathmatch faux pas and they'll obliterate you, the pots and take a healthy chunk of damage at the same time. If you've got a pistol or the like, you can also wait till they're close then shoot the pot yourself.

POT ROAST: He's trapped you in a corner, so take the pot out and take him with you.

GRENADE

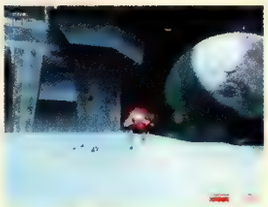
If the distance between you and your target is too great to cover with the grenade, throw it halfway. The explosion will give you a few seconds of cover and let you slip into something a bit more comfortable, like a sniper position and a rocket launcher.

THE USE OF WEAPONS: HEAVY ARTILLERY SPECIAL

Kicking ass in multiplayer is different to the main game. It's more frantic, and the weapons are more in your face. There are no sneaky, hidden shots to the head when you've got four mates struggling to fill you full o' lead. Here's our guide to the best weapons to tool you up with, for maximum fun. Get customising.

HANDGUNS

Pshaw! These fops of the weaponry world are not the sort of things you really want to waste your time with in the Deathmatch arena. It's like taking a pencil sharpener to a knife fight. Leave them off the weapon line-up, or you risk boring folk to death.



DOCTOR, NO: Kicking ass with a handgun is a pretty boring way to go. Avoid.

ROCKET LAUNCHER

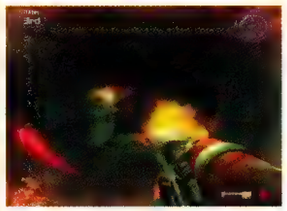
Now we're talking. Where possible, aim this big boy at the floor or at a wall near the target and the resulting explosion will then spread outwards, killing anyone in the vicinity instantly. Use the wide spread to cover clogged doorways and destroy hoards of enemies in corridors, but make sure you're well away from the resulting bang.

MINES

The sneaky buggers among you can use these little fellas to their full advantage. Stick the proximity mines beside or above doorways for a particularly nasty booby trap. Alternatively, the timed mines are great for laying down under one of your weapon spawn points, and then whipping out when you see someone a bit *Splitter*-ish heading in that direction.

PLASMA AUTORIFLE

This is much like the Soviet rifle, but the alternate fire is much handier. It's one of those dastardly – but fantastic – sticky grenades, you see. The brilliance of this can't be understated. There's simply nothing like watching someone who knows that they're done for, and that there's absolutely nothing that can be done about it.



NAPALM READER: Spreading the flames around is a good way to kill a crowd.

FLAMETHROWER

We love the smell of burnt monkey in the morning. And in the evening, for that matter. You have to get up close and personal with this one, so it makes for a good last resort gun. Once you've used it, backtrack at high speed or the flames could spread.

SNIPER WEAPONS

If you're wandering around a level with plenty of wide areas and high ledges then stick a couple of these in the bag. Scan the area without zooming in, and make sure you never move to full zoom as it curtails your vision, leaving you open to sneaky attacks.

POINT BLANK: One shot kills are the sniper's speciality, so take your aim carefully.

TACTICAL 12 GAUGE AND SHOTGUNS

We're not sure what's actually so tactical about this one, but it sure boasts one hell of a blast. In the heat of battle it'll be your best friend, as it's a great weapon to get down and dirty with. It's best used in crowds of folk, as it's almost a melee weapon.

WHAT TACTICS: Splat the cheeky cart-wheeling sod with enough lead to poison Hull.

MINIGUN

Nastiest shredder around. Trap someone in a circular strafe with this and you won't even get half a revolution in before they're dead. Devastating – so keep it for when you're taking on lots of opponents, then line 'em up and watch 'em drop.

MACHINE GUN

This acts like a stripped down minigun, because it's so bloody fast and effective. You can use it effectively in situations where you have to force enemy-type people back into corners so that they've nowhere to run to (baby).

RUSSIAN AROUND: Use the walls as cover to eliminate 180° of potential risk.

SOVIET RIFLE:

Works wonders when strafing a small group. Keep firing from the chest to the head for maximum effect, and don't use targeting mode unless you're sure of a headshot (this ain't Story Mode). The alternate fire is a handy grenade. Aim behind the target so they're unaware of their impending doom.

DOUBLE CREAMED: The twin Soviets will destroy anything in their path.

GET IN THE RING

The circular strafe is by far the most effective way of keeping a target in your line of fire and dodging fire at the same time. Centre the target in front of the gun. Then turn in the opposite direction to your strafe, which will result in you spinning round in a circle. Your gunpoints are the same all the time – which means that whatever's left in your line of fire will be decimated.

This is best used in conjunction with an automatic weapon, like the Tommy gun or the Soviet rifle. The odd thing is, those people trapped in the line of fire will tend to spin on the spot to try and shoot you. Either that or countering it. Erm.

ELECTROTOOL

The constant stream of electrons make this an ideal sniper-like weapon. Use at a distance and keep the opponent at bay.

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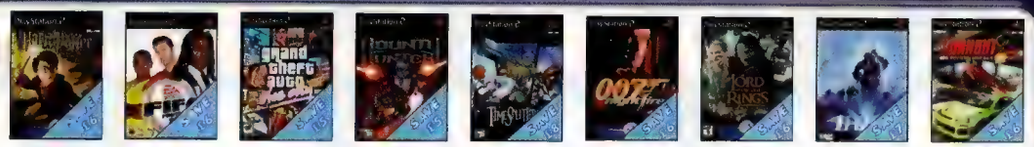

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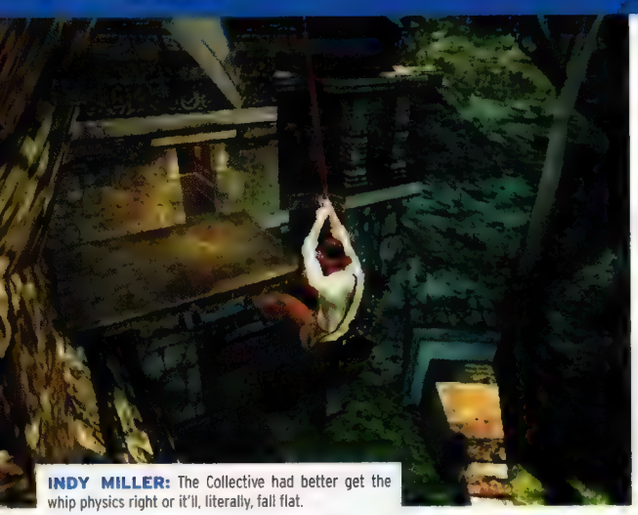
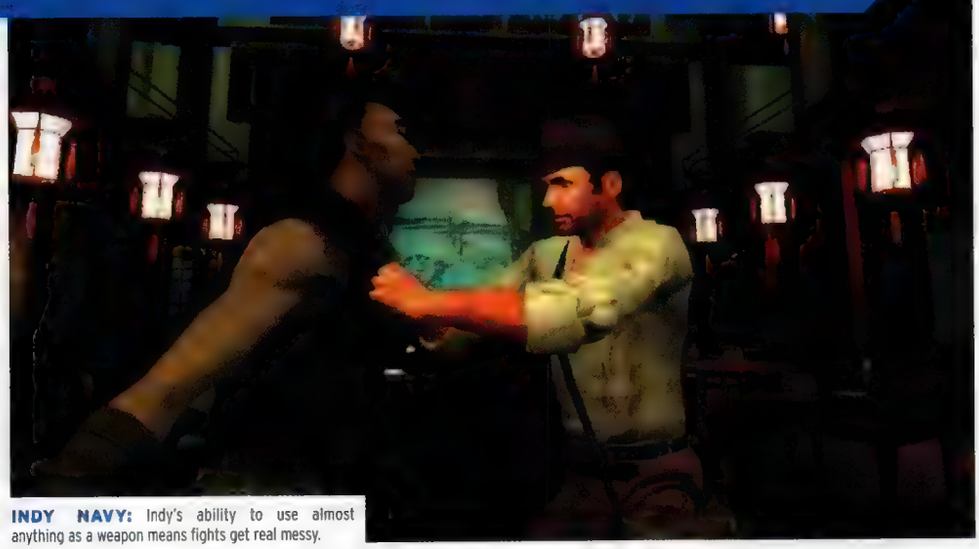


INDY MILLER: The Collective had better get the whip physics right or it'll, literally, fall flat.



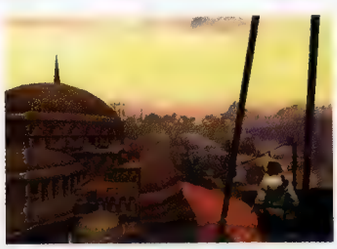
INDY NAVY: Indy's ability to use almost anything as a weapon means fights get real messy.

EXPECTED UK FEBRUARY 2003

INDIANA JONES AND THE EMPEROR'S TOMB

So what are the doctor's orders? Simple. Get as grubby as hell, rob the odd tomb, rescue a damsel or two, and steer clear of anything that sniffs with forked tongue.

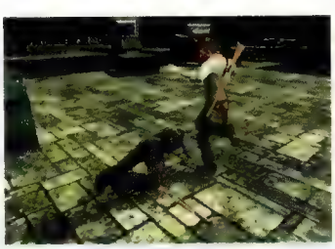
Looky here, it's actually Harrison Ford's face slapped on to his less paunchy body just to resurrect Indy for a brand new adventure. Oh yeah. But wait a minute... What's this? A hint of perfume, and the eyes of Sarah Michelle Gellar staring out under the fedora's brim? What's up? Well, Star Trek spods, The Collective have bump-started their earlier *Buffy* engine to bring Dr Jones back to life – sound the alarm. No, actually, don't. The way this one's shaping up means the California-based code boys could be right on the money.



UP TOWN BOY: The roofs of Istanbul sit next to China, Hong Kong and Ceylon as locations to visit.

The Idea: It's 1935 – a year before the first film – and Indy's off to China in search of the legendary Heart of the Dragon located in the tomb of the nation's first Emperor.

Best Features: Indy's traditional mix of smart and dirty hand-to-hand combat has gone down a storm round here, as double handed clouts, kicks to the quantocks and throws all combine to make this look like more like WWE than an action adventure. Cracking. As is Indy's whip that can be used to haul opponents off their feet, drag them in for a well timed punch or hitched over anchor points for trademark chasm swings. Testosterone boosts arrive in the guise of Indy's sidekick Mei Ying, while there's also the added draw of 'vehicle interaction' although there are no details of what you'll get to drive as yet.



DORK AND INDY: Kicks once they're down and snotguns. Now that's the kind of odds we like.

Bottom Line: The location shots of Istanbul and Ceylon look utterly outstanding, and the trailer's got us all a-jitter, thanks to the Indy signature tune and some cinematic set pieces. In fact, the only stain on the napkin comes with news that there'll only be ten levels to the game. Let's just hope that they're big 'uns.

ANTICIPATION ★★★★★

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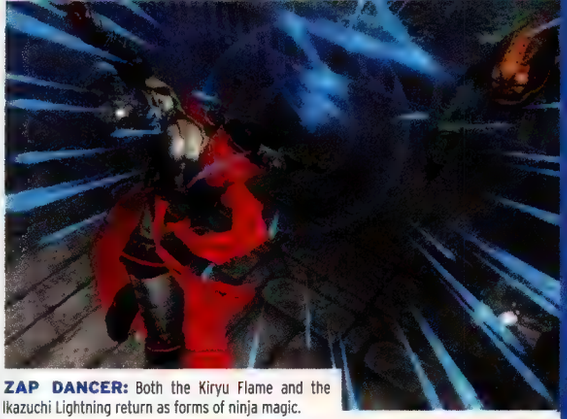
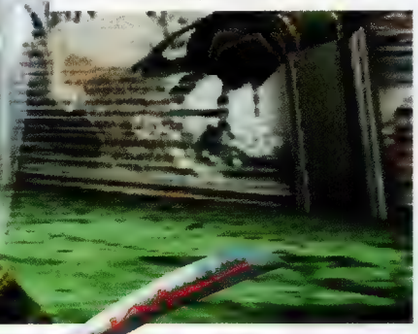


ZAP DANCER: Both the Kiryu Flame and the Ikazuchi Lightning return as forms of ninja magic.

TEETH CHEGWIN: Choppers that fire missiles with teeth? It's an everyday occurrence for Hotsuma.



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SHINOBI

The time has come to pass on the torch to the next generation of ninja. Yep, the sharpest thing old Joe Musashi – the original Shinobi – is allowed to play these days is his Sunny Vale orthopedic spoon. Out with the old and in with – ta da – Hotsuma.

The Idea: Tokyo... destroyed by earthquake... badness crawling out of the rubble... the return of a warrior to save the day... You get the picture...

Best Features: A lot's been made of Hotsuma's wall runs, but it's his stealth-dash move that's putting the shuriken among the Cranes as far as PSM2's concerned. Perform this and ol' bug eyes can momentarily bi-locate, leaving the enemies swiping at his fading outline. Not enough for you? Well, the real moment of genius leaps out when you chain attacks together to take down multiple foes in seconds. Chop them in half, stab them through the neck with skewers... No wonder he looks so smug.

Bottom Line: *DMC2*. That's going to be the real tester as far as Sega's scarfed hero's concerned, although news of the game sporting maps that reveal hidden locations and mini bosses does this nothing but favours on the exploration front.

ANTICIPATION ★★★★

ROLLER GHOSTER: Chain the stealth dashes together and leave a trail of dead bodies behind you.

EXPECTED UK TBC

DARK ANGEL

The Idea: Another future where everything's gone arse upside your head thanks to mad science messing about with our DNA. Result? Raven haired Max, a bio-engineered weapon, out to relocate her sister and other lab-grown siblings – family values, don't you just love 'em?

Best Features: As this is the game of the TV series helmed by James Cameron, it'd be mental not to include Jessica Alba's face. Encouragingly, that's just what they've done. Paste on the obligatory 'intense hand-to-hand' combat, some Matrix camera work and 25 missions spread across six moodily lit environments and this might be worth some extended pad pounding upon release.

Bottom Line: Looks cool in a kind of dirty urban way, but the likelihood of this freshening up PS2's outlook in any way? Pencil thin.

ANTICIPATION ★★

EXPECTED UK TBC/2003

GRAND PRIX CHALLENGE

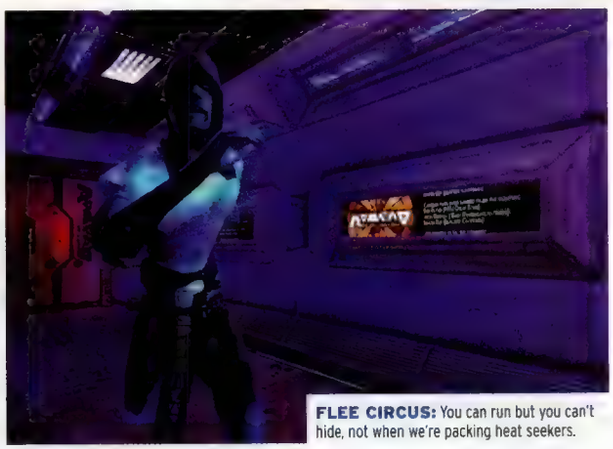
The Idea: It's F1. What do you want? A diagram?

Best Features: Coded by the Melbourne House crew, this formula one racer certainly looks the part. Clean lines, body shells specific to each team, 70,000 polys per car, flags that increase in proliferation depending on which track you're currently racing... A thing of beauty then, and one that doesn't skimp on speed, as even the texture hungry Monaco zips by with no slowdown. Plus, the pits receive some much needed interaction via a quick bemani bash to determine how quickly your pit crew work. View this alongside all the usual übertweakage, variable weather conditions and – that PSM2 fave – the ghost car, and you can see why we've got money on this doing the distance against Sony and EA.

Bottom Line: Looks great, plays solidly, but it's just another racer in a yard rapidly filling with spare parts.

ANTICIPATION ★★★

FOOT SHOCKER: Lots of plodding as, despite complaints, you'll not be riding Dredd's Lawmaster.



FLEE CIRCUS: You can run but you can't hide, not when we're packing heat seekers.

EXPECTED UK / SPRING 2003

DREDD VS DEATH

Eerie, that's what it was when we had a chance to wander the streets of Mega City 1. They may have been deserted, the skies above devoid of H-wagons, but it looked the part. Then, as soon as a voice growled 'Hi Ex' when we switched settings on our Lawgiver Mk2, that was it. Off we went on a trail of remembered highlights from the strip's history. The Fink Brothers... Max Normal... Judge Cal... Ah yes...

The Idea: You're Dredd, flat faced judge, jury and executioner of a post-apocalyptic city plagued by evil from another dimension.

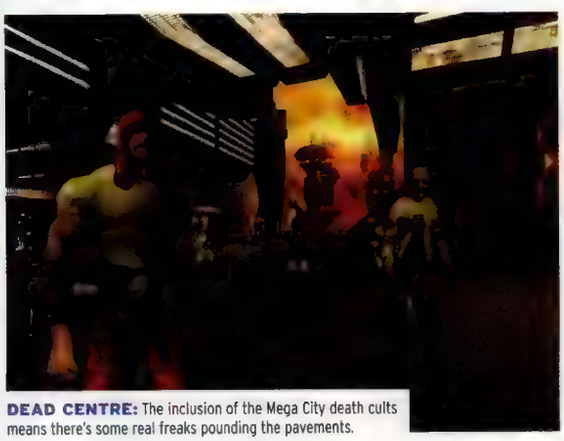
Best Features: Since that first play we've seen increasingly populated shots – like those hereabouts – which have sparked our interest even more, especially when you consider that everyone shown has the potential to break the law. Apparently, there's going to be three tiers of crime at work throughout the game. The overarching atrocities of the Dark Judges (Death, Fear, Fire and Mortis), investigation missions into major crimes related to their arrival (time to call for back-up from the foxy Judge Anderson PSI), and everyday street crime. See someone littering or abusing caffeine and you can book them a one way trip to the iso cubes. If they resist arrest? Whack a dum dum in 'em and call the meat wagon.

Our only disappointment so far is that fact that Rebellion haven't done the *Bust-a-Move* line trajectories we were hoping for with Dredd's ricochet bullets. Beyond that, though, climate control says the forecast's bright.

A COMIC KITTEN: Let's hope Rebellion can translate the quality of the strip to PS2.

Bottom Line: The company that pen the comics are doing the game. They've clearly got the looks off pat, it's just whether they can keep up the standard with the gameplay.

ANTICIPATION ★★★



DEAD CENTRE: The inclusion of the Mega City death cults means there's some real freaks pounding the pavements.

WHAT A FRONT: Head down to the docks for a real impression of the building accuracy.

HEAD KNIFE: Nevin may look like a weasley school caretaker, but he's got the moves when it comes to combat.

STICK INSECT: The stealth creature can perform silent kills and climb vertical surfaces.

EXPECTED UK SPRING 2003

ALTER ECHO

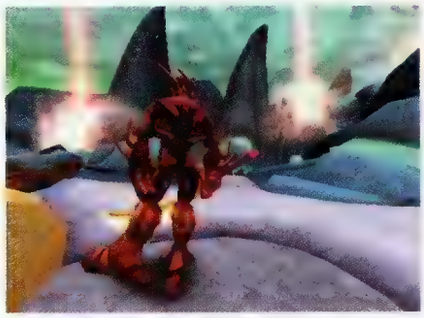
Don't get us wrong. Strange is good. Weird, naturally, is even better. But downright, out-and-out barmy with a twist of freakish on top...? We're starting to wonder if anyone's going to 'get' *Alter Echo* let alone purchase it.

The Idea: You ready for this? You play an average bloke called Nevin who accidentally (or so he says) gets caught up inside an experimental PolySuit that transports him to – urk – a wibbly wobbly living world full of blancmange-styled horror.

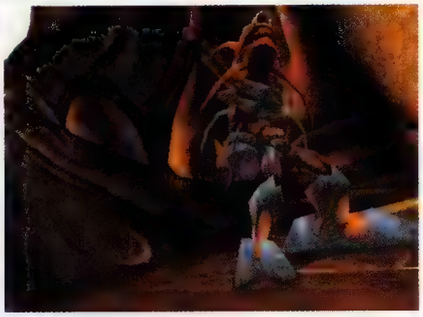
Best Features: The suit itself allows the user to warp between three different attack modes; melee, stealth and gun. Each massively twists Nevin's physical appearance while, simultaneously, endowing new skills. Then there's also the Time Dilation feature that allows you to freeze foes momentarily while you perform a peculiar bemani sequence in order to execute a blur of lethal moves. We admit that it sounds odd, but believe us, slicing through five or more enemies after getting a combo right is bizarrely satisfying.

Bottom Line: It's the looks of the thing that we're finding hard to swallow right now. All curved lines looking like Mr Softie after a fight with a pack of Chewits. Thumbs up for the radical departure, though.

ANTICIPATION ★★



BLOB THE BUILDER: It's a weird old world that looks like it's just slipped out of someone's colon.



SHOOT SUIT: The Gun mutation comes bristling with weapons, but take care as it has limited ammo.

EXPECTED UK
TBC

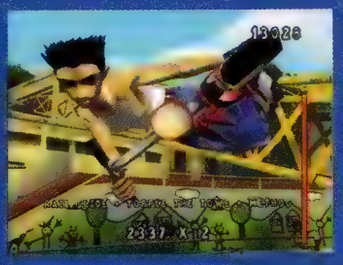
VIRTUAL-ON MARZ

The Idea: Big robot, green HUD, other robots creaking about calling for a battering. We say meh! Titles need to shape up or die.

Best Features: Once upon an arcade cabinet, the *Virtual On* mech battlers were considered to be the best of the genre. Now, in a time of *Armored Core* dominance (if you can call it that) the only thing that's fired our interest is the multiplayer. Networked four-way battles, survival contests, co-op challenges against boss units... All have been rumoured, although Sega are keeping tight lipped.

Bottom Line: The third in the series but if they package this one with another overpriced controller it could well be their last.

ANTICIPATION ★★



EXPECTED UK
JANUARY/2003

WHIRL TOUR

The Idea: Think Airblade but with hover scooters (sigh).

Best Features: No account of oversized environments, lengthy grinds or a stunt system is going to make this cool. Hoverboards, yay! Cheers to Back to the Future Scooters? No. There's a chance that breaking open secret areas by exploring the game's eight levels may distract from looking like an alien chipmunk, but there's zero chance this'll oust either Tony or Tricky.

Bottom Line: To be fair, when you look at the kerr-azy characters, it's obvious this isn't taking itself too seriously. And yet, we can't help feel that it'll still end up gathering dust alongside all those forgotten micro scooters down Oxford...

ANTICIPATION ★★

EXPECTED UK
DECEMBER 2002

ZAPPER

The Idea: Yoink (heh!) a grass hopper with (ho ho) electric antenna, hence... Zapper. (Groan – please kill me.)

Best Features: Out already in the US and, thanks to average scores across the board, were tempted to scratch the 'best bit of this section. See, this is *Frogger*-styled one square at a time leapage with your cricket avoiding danger while searching for spotty eggs. Even with the addition of caps that allow him to open boxes or pull off long jumps, this still isn't going to reshape anybody's world.

Bottom Line: If this landed on Ratchet's arm, he'd have to seriously think whether it'd be worth the energy needed to swat it.

ANTICIPATION ★

EXPECTED UK
TBC

WARHAMMER FIRE WARRIOR

The Idea: Hey. Suffering from impaired vision? Well, why not knacker them a bit more by hurtling up to the TV and playing this console version of the tabletop war game?

Best Features: If you're expecting an RTS set in the 40k universe, forget it. Instead *Fire Warrior* is an FPS in which you play as a Tau cadet up against the might of the Imperium. So in the true spirit of the title, expect rail guns, pulse carbines, hunter seeker missiles and the possible upgrade of your hero's armour to mech-like proportions.

Bottom Line: The tabletop game still shifts shedloads with the Tau being one of the newest additions in a long line of races. So they should be there to attract a crossover audience.

ANTICIPATION ★★

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102458 - Colourblind	Darius
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720068 - James Dean	Daniel Bedingfield
102493 - Like A Prayer	Madhouse
102491 - Lovin' Is Easy	Hear'Say
102492 - Alone	Lasgo
720069 - Half A Heart	H & Claire
100985 - Anyone Of Us	Gareth Gates
102466 - Black Suits Comin'	Will Smith
102391 - Underneath Your Clothes	Shakira
101843 - I Need A Girl	P Diddy
102489 - In My Place	Coldplay
720071 - Do You See The Light	Snap vs Plaything
102390 - Automatic High	S Club Juniors
102393 - A Thousand Miles	Vanessa Carlton
102494 - Rainy Dayz	Mary J Bligh
102211 - The Logical Song	Scooter
102541 - Girl The Bad Guys Want	Bowling 4 Soup
102226 - Hot In Here	Nelly
102535 - Oh Boy	Cam'ron
795435 - Livin' It Up	ja Rule ft. Case
406097 - Around The World	ATC
102456 - Boys	Britney Spears
102540 - Jam Side Down	Status Quo
102331 - Foolish	Ashanti
102236 - Wherever You Will Go	The Calling

SELECTOR

101976 - Attack Of The Clones 1	
101975 - Attack Of The Clones 2	
795900 - Lord Of The Rings 1	
795901 - Lord Of The Rings 2	
405294 - Auf Wiedersehn Pet	
405134 - Big Brother	
405400 - Scooby Doo	
405330 - A Team	
405341 - Casualty	
405349 - Eastenders	
405350 - Emmerdale	
405352 - ER	
405358 - Friends	
405365 - Great Escape	
405366 - Happy Days	
405371 - Holly Oaks	
405372 - Home & Away	
405383 - Mission Impossible	
405385 - Monty Python	
405393 - Only Fools & Horses	
405409 - Star Wars	

SCREEN SCENES

Mod 100618	MAN U 100333	Arsenal 100352	LIVERPOOL 100341	LEEDS Utd 100343
SPURS 100631	WEST HAM UNITED 100632	LEICESTER CITY 100627	IPSWICH 100625	FULHAM F.C. 100345
SAINTS 100630	ABERDEEN F.C. 100633	DUNDEE F.C. 100634	HEARTS 100637	W.B.A. 100642
NORWICH CITY 100652	NEWCASTLE UNITED 100653	HUDDERSFIELD TOWN 100656	FOREST 100659	CRYSTAL PALACE 100662
BARNSLEY 100669	CHARLTON 180219	COVENTRY 180221	I ♥ LIFE 101194	DRUM&BASS 180277
Buffy 100174	Flirt 101751	190620	100380	Jesus H8's Me! 101060
Rude Girl 102269	outta me tree! 102484	Skate Junkie 190676	COLDPLAY 100131	180253
180301	105186	LITTLE MISS NAUGHTY 105263	BANNED 190846	C:\>_ 200098
DESPERADO 210469	NOOKIE 210487	ENRIQUE IGLESIAS 210514	SCARRED 210520	MR. STRONG 105272
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A = 0 1

Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Fs Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury

B = 0 2

Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout
Burnout 2

C = 0 3

C Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Conflict Zone
Conflict: Desert Storm
Cool Boarder 2001
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4

Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5

Ecco the Dolphin
Eden: Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int: Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6

F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7

G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 0 8

H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Hendy Gendy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Ass.
Hot Shots Golf 3

I = 0 9

Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0

J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 1 1

Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Le Mans 24 Hours
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legion
Lego Racers 2
LMA Manager 2002
Loony Tunes Space Race
Lotus Challenge

M = 1 3

Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2 Alien Esc
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun : Z Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
[illegible]

N = 1 4

[illegible]

O = 1 5

Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
OO7 Agent Under Fire
Operation Winback
Operative (N.O.L.F)
Orphen

P = 1 6

Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7

Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8

R Carmichael's MX 2002
[illegible]

S = 1 9

S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
Scooby Doo: 100 Frights
Sega Sports Tennis 2K2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Shox
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Slam Tennis
Sled Storm
Sly Cooper
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Space Channel 5
Spiderman The Movie
Splashdown
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Bust A Move 2
Super Trucks
Supercar St. Challenge
Superman
Surfing H30
Swing Away Golf

T = 2 0

T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F)
The Simpsons: Road Rage
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Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Type-S: Driving Emotion

U = 2 1

UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)

V = 2 2

Vampire Apocalypse
Vampire Night
Victorious Boxers
Virtua Fighter 4
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3

W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million 2
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World is not Enough
World Outlaws: S.Cars'02
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
WW2: Prisoner of War
WWE Smackdown! J.B.I.
WWF Smackdown 3 J.B.I.

X = 2 4

X Games: Skateboarding
X Games: Snowboarding
X-Squad
Xtreme G3

Y = 2 5

Yanya Caballista: Skater
YuGiOh! Dual Monsters 2

Z = 2 6

Zeonic Front
Zone of the Enders
Zorro (Shadow Of)

0-9 = 2 7

007 Agent Under Fire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
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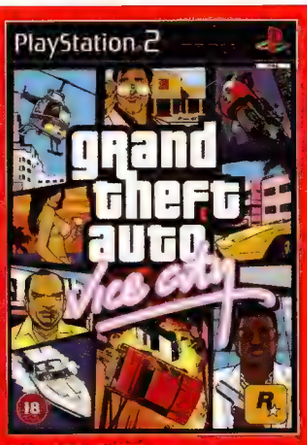
VIRGIN LOVES



Grand Theft Auto Vice City

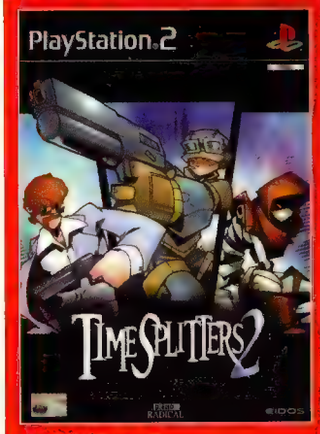
Fifa Football 2003

Harry Potter And The Chamber Of Secrets™

The Lord Of The Rings™ The Two Towers™

Ratchet & Clank

Pro Evolution Soccer 2



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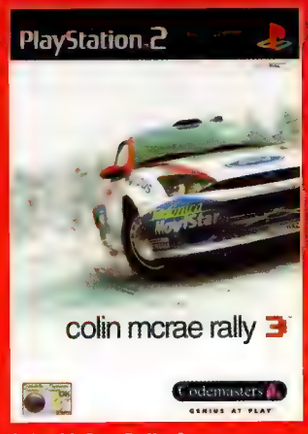

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GUNGRAVE

Do PSM2's Dance of Death!

Bosh! Will you just look at that?! Most games just have you shooting stuff with guns, pushing lead nuggets into urgent bodies, but *Gungrave* has you ripping lives and flesh to shreds WITH A FRIKKIN' COFFIN!

Yes indeed – hard-assed relentless gunplay is the name of this game, a twisted mind-mangle where things must be shot, killed and then killed again. Keep the bullets flying, keep the death count multiplying, and earn bigger and better power-ups on your rocky one-way journey up Satan's cursed bum-gut.

Gungrave makes you feel more powerful than God and positively demands that you dance on your victim's graves. Max-out your kills and carve a crazy pirouette of death as the bodies and the carnage just keep on coming.

It's fast, you're furious, and bullet-riddled vengeance will be yours. Let splattle commence!

LOOK AT THIS!

Look! It's a coffin! A ruddy COFFIN! He's got a coffin on his back and it launches MISSILES. When was the last time you saw a missile-firing coffin? When? Never, that's when.

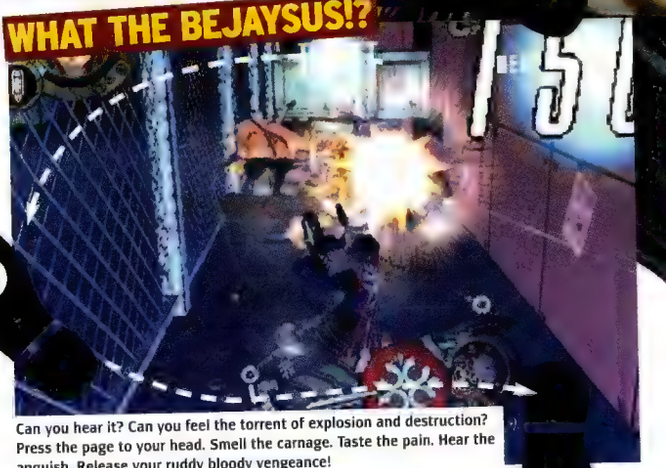
ERK! MUMMY!

Have you ever seen such freakish goons? If it moves, it clearly needs killing. The only good nasty is a dead nasty, and your twin pistols (and coffin) combo pack enough heat to char-broil the lot of 'em.

WHO'D HAVE THOUGHT IT?

Keep killing stuff and max-out your beats. Efficient relentless death is your goal, and wave after wave of hapless goon is your fuel. Your eyeballs and thumbs may very well expire through overuse.

WHAT THE BEJAYSUS!?



Can you hear it? Can you feel the torrent of explosion and destruction? Press the page to your head. Smell the carnage. Taste the pain. Hear the anguish. Release your ruddy bloody vengeance!

TOO. MUCH. PRESSURE... HNNNGH!

Eyeballs expanding. Thumbs crumbling. Endless chambers filled with pistol-fodder. Shoot up scenery to keep that beat count ticking over. It's all a bit... TOO... MUCH.

BABOOSHKA!

Where else can you leap from the path of a rampaging bulldozer, fall 200 feet and crash through the glass ceiling of a passing airship – and then start shooting everyone inside? Only in *Gungrave*, son, only in *Gungrave*.

PAPPING NORA!

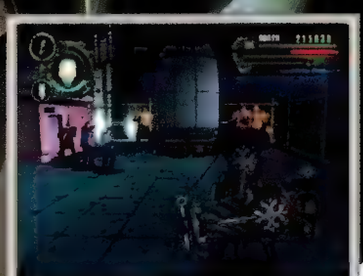
More lavatorial shoot-outs, we say. And *Gungrave* has got all the khazi battles you could ever wish for. Kick his ass? No – wipe his ass!

"Intuitive, sense-smashing carnage" PSM2

"Gorgeous animated graphics" PSW

GUNGRAVE

Explosively interactive environments



Swing the coffin on your back to take out enemies nearby

Unlimited bullets for fun, fast-paced gameplay

ACTIVISION.

activision.com

PlayStation.2

RED ENTERTAINMENT

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TAUNTER
R.Y.N.O
TESLA CLAW
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GLOVE OF DOOM
SUCK CANNON
WALLOPER
MORPH-A-RAY
PYRO
OR

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Introducing Ratchet & Clank, a deadly duo sent to save the universe from total destruction. Help them blast their way through an epic array of environments armed with the biggest weapons arsenal in the galaxy. Heaven forbid.

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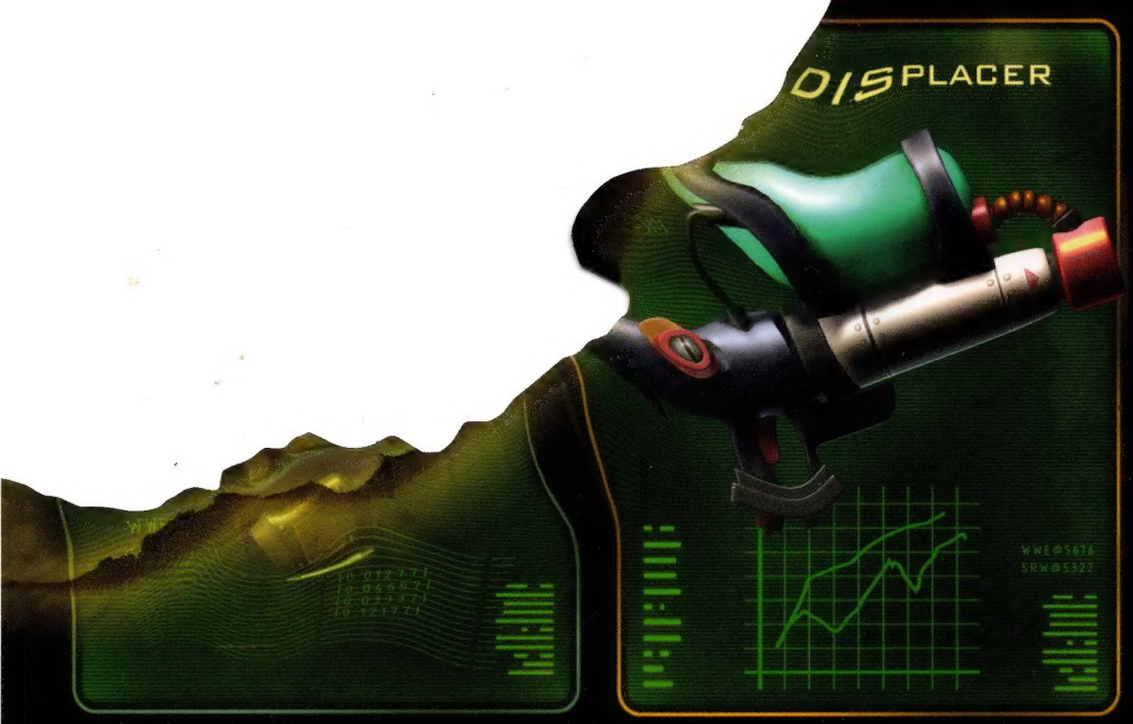
PlayStation.2
THE THIRD PLACE



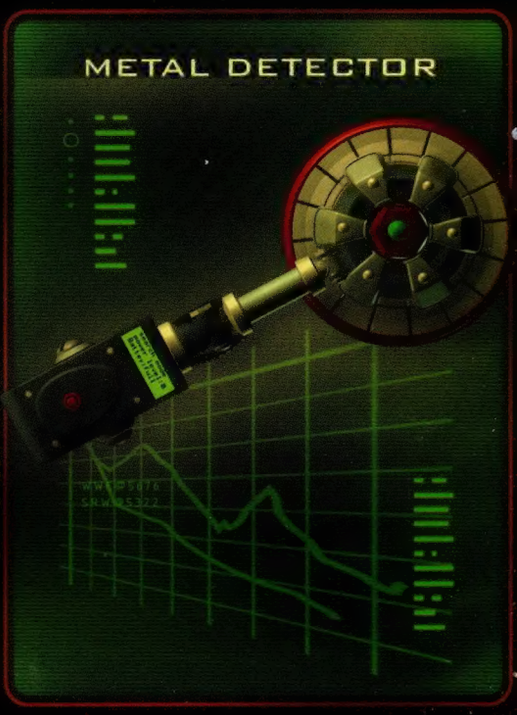
DISPLACER

SWINGSHOT

PYROCITOR

TESLA CLAW

METAL DETECTOR



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